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- Exile
- Switchblade
- RBI 2
- Gem-X
- Magic Candle
- The Power
- Security Alert
- Extreme

PLUS LOADS MORE...

SPACE DOUBT!

Is this really the future of arcade adventure games? Gary Penn PowerTests EXILE on page 20

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2 COMPLETE GAMES!

PARK PATROL

ANARCHY

POWER PACK

PLUS 2 DEMOS!

EXILE

F1-GP CIRCUITS

Is something's amiss? Your tape perhaps? Stay cool, stay calm. But get your tape off the newsagent now or it'll end in tears.
This has been a covertape announcement thingy.

ACES HIGH!

Test pilot the finest flight sims on the C64. Chocks away on page 14!

COMPO
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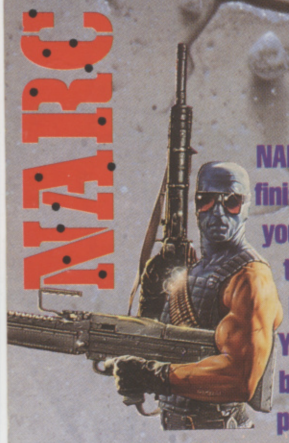


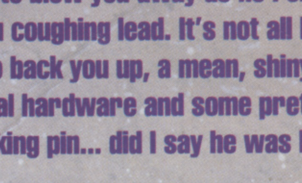
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

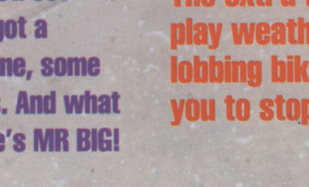
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

CHASE H.Q. II
Special Criminal Investigation

The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S





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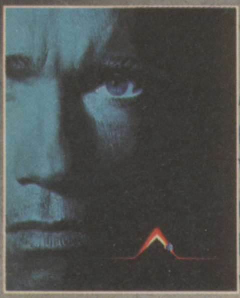

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HE'S BACK... TO PROTECT THE INNOCENT

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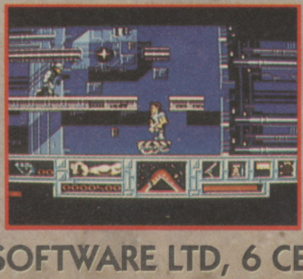

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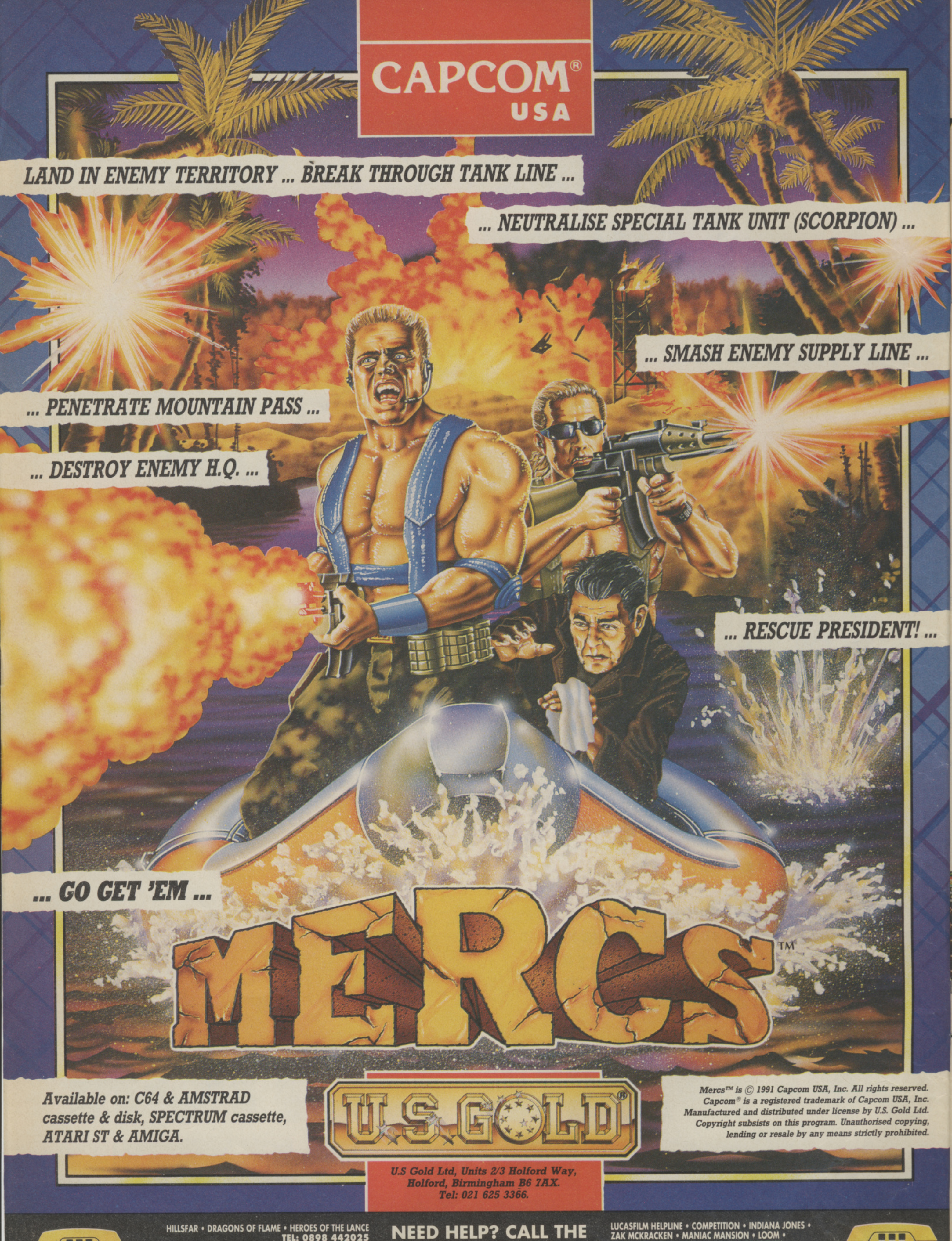
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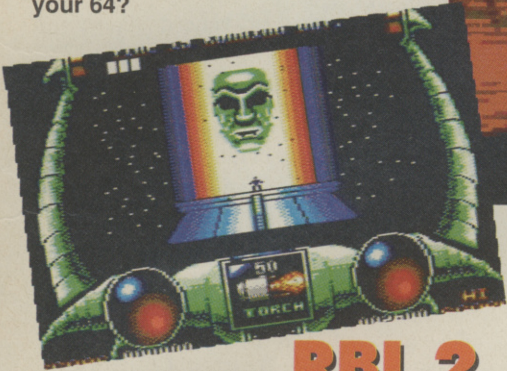
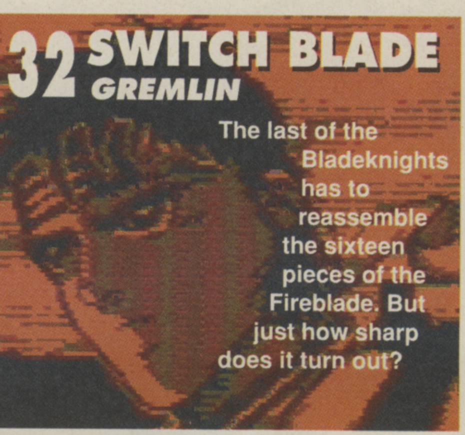
POWERTESTED!

35 EXTREME
DIGITAL INTEGRATION

An alien spaceship crash lands on the Earth with its self destruct mechanism activated. What should you switch off, the mechanism or your 64?



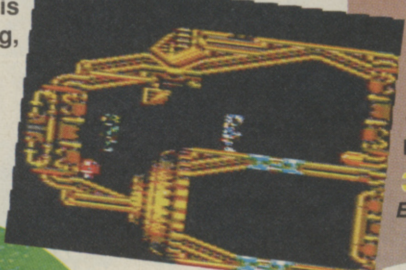


32 SWITCH BLADE
GREMLIN

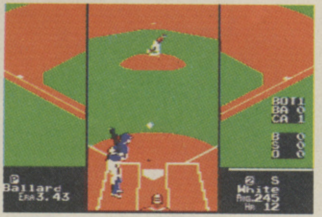
The last of the Bladeknights has to reassemble the sixteen pieces of the Fireblade. But just how sharp does it turn out?

20 EXILE
AUDIOGENIC

Not only have you got to defeat the evil Triax and save the planet Phoebus but you've got to rescue your space marine chums from a fate worse than death in this rip-snorting, mould breaking arcade adventure. Corks!



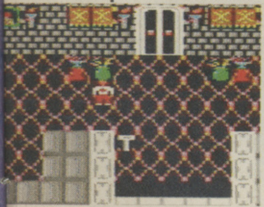
72 RBI 2
DOMARK



Baseball comes to the 64 in the form of *RBI2*. Should you run out to pitch or stay safely at the back of the bleachers? *(Huh? Ed)*

44 KEYS & CANDLE
MINDCRAFT

A special double review of *Keys To Maramon* and *The Magic Candle* – two rollicking RPGs for disk drivin' dungeoneers.



35 WORLD CHAMPIONSHIP SOCCER
ELITE

Find out if this new soccer game is first division stuff or strictly in the Sunday league. Kick off with *CF!*

POWER PACK 10

10 tape
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PARK PATROL
ANARCHY
THE CF POWERPACK
POWER PACK
PLUS 2 DEMOS!
EXILE
F1-GP CIRCUITS

EXILE
Audiogenic

Recover the Remote Control Device in this truly mammoth chunk of arcade adventure.

F1GP CIRCUITS
Idea

You can smell hot metal and oil when you load these lovely laps. Prove your driving skill as stonking scrolling landscape whizzes passed at 200mph.

ANARCHY
Hewson

Terrible trundlin' tank action. Sock a security droid in the gob with firepower from your ACE MKII armoured fighting vehicle. Destroy the rebel weapons store in this explosive scrolling shoot 'em up.

PARK PATROL
Activision

Wot, no smart bomb? Out in the wild there are perils enough for the park ranger to face. Rescue unwary travellers and keep wildlife in check.

10 JULY 1991

GAMES

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CF SPECIAL

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Exile by Paul Kidby.

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...And what's coming your way next month

QUICK START

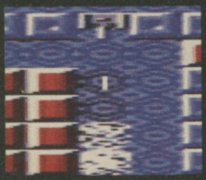
FULL GAMES

PARK PATROL

Shove your litter stick in port one and press F1 to start the clean-up. Walk into cans and other garbage to pick it up. Press fire to jump over creatures and press fire near the river bank to leap into your dinghy (yo, ho, ho).

ANARCHY

Slot your turret turner in port two and press fire twice to begin. Shoot all the square blocks which don't have a dimple in them to clear the screen. When the background scrolls, head for the exit at high speed!



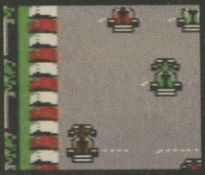
DEMOS

EXILE

Tap RETURN to get rid of the intro screen, then slap a joystick in port two and thrust away! Hit SPACE to bring up the action icons or experiment with the keyboard commands (come to thinlk of it, you'd better read the full instructions now).

F1-GP CIRCUITS

Slam that gear stick in notch two and push forward to accelerate. When your revs hit red, press fire to change into high gear. Rev up and see if you can finish in first place!



NO START!

Crivens! Disaster has struck once again. In a bizarre million-to-one accident your precious *CF* PowerPack refuses to load. You've checked the head alignment on your tape , cleaned the heads and turned the deck upside down – but all to no avail. Here's what you do: pop the tape (without the box) into an envelope or jiffy bag. Enclose a *stamped addressed envelope* and send it all to Ablex Audio Video, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.

But whatever you do – DON"T send it to the *CF* offices, please!

POWER PACK 10

EXILE

Audiogenic

This enormous playable segment of *Exile* not only gives you a taster of the task ahead (should you decide to buy the game) but also proffers a small challenge to test your adventuring skills. To 'complete' our demo you must find and collect the Remote Control Device (RCD) – that's it, no clues or anything. Now you lazy lot probably won't want to do that, but we're going to make it worth your while: As you go along, make a note of what does what and where, and make a map of the playing area. The three best solutions (with maps) win a copy of the full game.

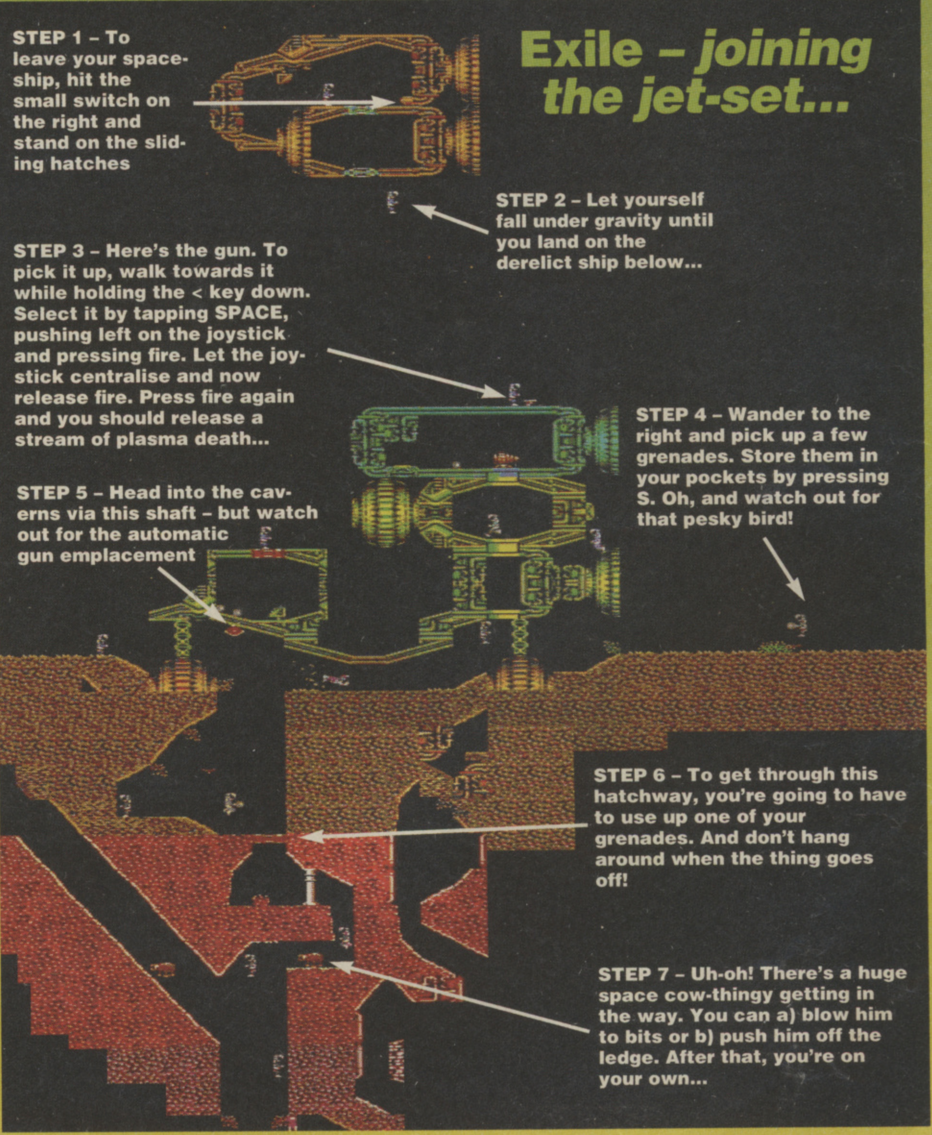
We simply don't have enough room to provide you with all the finer details of *Exile*'s many features and control systems. The rough guide here should get you going, but you're going to have to experiment and show a little pioneering spirit for some of it…

CONTROLS

Your character speeds along courtesy of a rather natty jet-pack. Practice makes perfect with this baby: joystick control is all right, but for a pixel-perfect performance, use keys.

Q (Joystick left) – Thrust left
W (Joystick right) – Thrust right

Exile – *joining the jet-set…*



STEP 1 – To leave your spaceship, hit the small switch on the right and stand on the sliding hatches

STEP 2 – Let yourself fall under gravity until you land on the derelict ship below…

STEP 3 – Here's the gun. To pick it up, walk towards it while holding the < key down. Select it by tapping SPACE, pushing left on the joystick and pressing fire. Let the joystick centralise and now release fire. Press fire again and you should release a stream of plasma death…

STEP 4 – Wander to the right and pick up a few grenades. Store them in your pockets by pressing S. Oh, and watch out for that pesky bird!

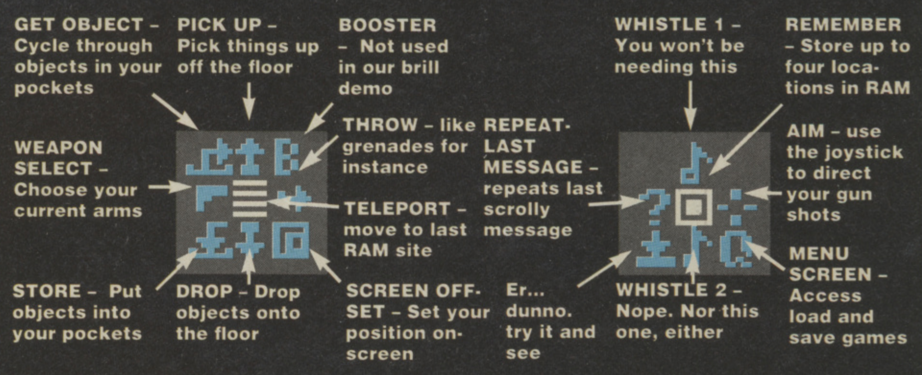
STEP 5 – Head into the caverns via this shaft – but watch out for the automatic gun emplacement

STEP 6 – To get through this hatchway, you're going to have to use up one of your grenades. And don't hang around when the thing goes off!

STEP 7 – Uh-oh! There's a huge space cow-thingy getting in the way. You can a) blow him to bits or b) push him off the ledge. After that, you're on your own…

ng the normal 'hold down SHIFT and press RUN/STOP' method. Got it?

Getting a handle on those Exilent icons



GET OBJECT – Cycle through objects in your pockets

PICK UP – Pick things up off the floor

BOOSTER – Not used in our brill demo

WEAPON SELECT – Choose your current arms

THROW – like grenades for instance

TELEPORT – move to last RAM site

STORE – Put objects into your pockets

DROP – Drop objects onto the floor

SCREEN OFF-SET – Set your position on-screen

WHISTLE 1 – You won't be needing this

REMEMBER – Store up to four locations in RAM

REPEAT LAST MESSAGE – repeats last scrolly message

AIM – use the joystick to direct your gun shots

Er... dunno. try it and see

WHISTLE 2 – Nope. Nor this one, either

MENU SCREEN – Access load and save games

P (Joystick up) – Thrust up
L (Joystick down) – Thrust down
SPACE – Toggles icon screen: tap twice to cycle through both icon screens

COLLECTING OBJECTS

See an object, pick it up; all day long you'll have an object. To pick something up you must be touching it and it must be in front of you. Hold down **>** and move towards it. If you don't fancy carrying stuff around with you all day, stick it one of your four pockets, using **S**. press **G** to cycle through your inventory.

< – Pick up **>** – Throw
M – Drop **S** – Store object
G – Get object

AIMING AND FIRING

Once you've collected a weapon, you can inflict some damage on your surroundings. To fire a weapon you must first select and then aim it. When you find the gun (it shouldn't take too long) pick it up using the **<** key. Click on the gun icon and keep fire pressed. Tap the space bar and the icon should turn white. Now, whenever you press the joystick fire button, the gun will shoot straight ahead. To alter your aim, press the aim keys: a stream of particles shows the trajectory (of course gravity plays a part too).

O – Raise aim **K** – Lower aim
I – Aim sideways **SPACE** (button) – Fire

GRENADES

The small grey blobs are grenades. You can throw or drop these as outlined above, at which point they flash furiously and make a horrible whooping 'I am about to explode' sort of a noise. That's because it is about to explode. Your best course of action is this: get out of there (or face the consequences)! You can disarm grenades by picking them up again and pressing fire to deactivate it (if you're brave and quick).

TELEPORTING

You never die in *Exile* – but you can sure get bored covering the same old ground. This is where your patented handy-dandy teleporter comes in useful.

To mark a position in your 'porter's memory, press **R**. When you next press **T** (or your energy drops to zero) you will automatically reappear at this location. You can store up to four locations and teleport between them with successive presses of the **G** key.

If your energy drops severely, rather than stick around and get wasted, you can use your teleporter to send you back to the start position in the blink of an eye.

ENERGY

You have a series of batteries (for your jet-pack, protection suit and weapons) and can transfer energy between them at will.

To re-distribute energy select the device you want energy for (press the corresponding key), then select the battery from which the energy is to come (hold down SHIFT and press the key). Power is exchanged and the energy bars move accordingly.

REPEAT LAST MESSAGE

If the console prints a message up and you missed what it said, hit HOME to see it again.

DOORS

There are loads of portals all over the place, just waiting to not let you in. Some doors need blasting open; some doors need keys; some will open when you touch an invisible trigger nearby. Either way, they're a pain.

ANARCHY

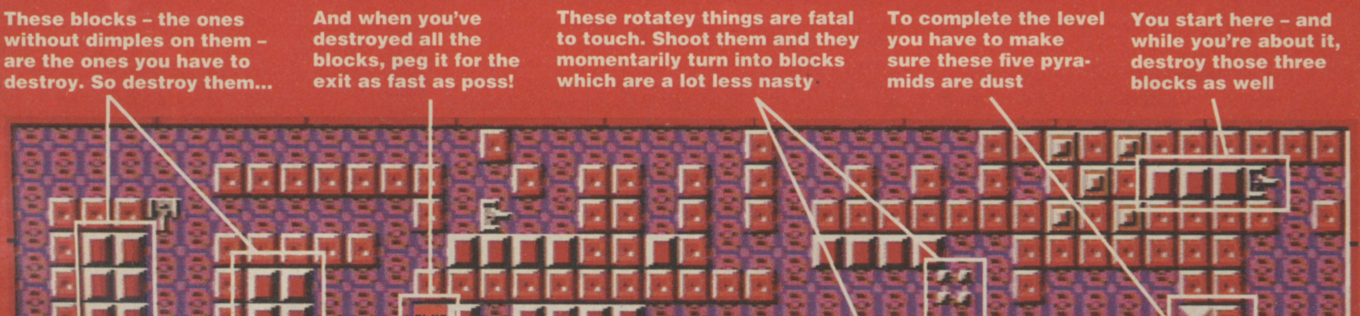
Hewson

Destroy all the weapon containers with your ACE mk2 interceptor unit ('tank' to his mates). At the same time avoid the security droids as they're deadly to the touch. When all of the containers have been destroyed the building's security system collapses and the airlock opens allowing you to travel deeper into the enemy complex.

There's a time limit of two minutes to complete each mission before the security system detects your presence and drains all oxygen from the building killing any intruders (that's you, buddy).

Every fifth building contains the rebel's nuclear weapons. These buildings are guarded by a special droid which senses the presence of an intruder, follows his exact course taken until it catches and destroys the him.

Anarchy – tanking through level one



These blocks – the ones without dimples on them – are the ones you have to destroy. So destroy them...

And when you've destroyed all the blocks, peg it for the exit as fast as poss!

These rotatey things are fatal to touch. Shoot them and they momentarily turn into blocks which are a lot less nasty

To complete the level you have to make sure these five pyramids are dust

You start here – and while you're about it, destroy those three blocks as well

PARK PATROL

Activision

There is trouble down at Papatoetoe Park. Old keeper Percy Nuttling has had a nervous breakdown and the place has gone to the dogs! You are invited to take up the challenge of becoming the new man or woman (that's up to you) in charge of the park.

As Park Ranger you are equipped with a rubber dinghy, some snake repellent and a few morsels of nourishment. Your task is to clear the litter up, watch out for swimmers in distress and keep the park wildlife in order.

Before you start you can actually enter a menu screen to choose the sex of your Park Keeper and set the number of baddies for each level. If you aren't bothered about this, just hit F1 to start a one player game.

To collect litter, walk into it or steer your dinghy over it. Once all the garbage has been tidied away, your score is calculated and you can move on to the next area.

During the course of your park-keeping activities, you'll come up against all manner of hazards such as swamps, snakes, turtles, river logs, food-stealing ants and swimmers who sink your dinghy! Most of these are best avoided with some fancy footwork or rapid raft manoeuvres, although there are a few exceptions: water-borne turtles can be run down in your inflatable; snakes can be repelled by pressing fire to release some snake repellant; and sneaky food-filching ants can be jumped upon to rescue the food.

For a hefty points bonus try log-rolling. Steer the rubber raft into a log causing your parkie to fly out. If you land on the log successfully, a timer bar appears at the lower right of the screen. Turn you parkie so he faces into the screen. Then as he rolls towards the water keep tapping upwards to keep him on top of the log. If he goes over the top of the log, tap down to bring him back. When the timer runs out, jump back into the dinghy and collect your mammoth score!

Occasionally, you'll hear a mournful whining sound and a 'HELP!' sign flashes on the display panel. This means that there's a swimmer in distress – sail your dinghy into the swimmer for a successful rescue attempt.

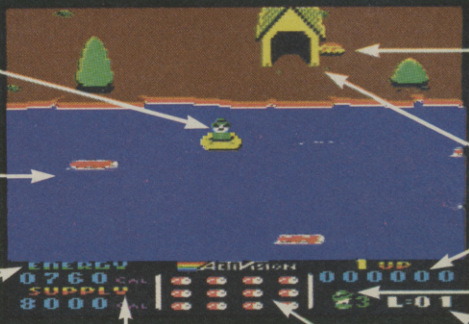
Always keep an eye on your calorie counter: if your energy drops dangerously low, head back to your shack and walk inside for a revitalising top-up.

SCORING

100 points for each piece of rubbish
Bonus points for remaining energy supply and calories
A bonus Ranger every 20000 points
5000 points and 1000 calories per rescued swimmer
5000 points for successful log rolling
200 points for sailing over a turtle

Check out our *Park Patrol* control panel while the game loads.

That Park Patrol panel



Here's your parkie in his dinghy

A log – avoid at all costs, unless you want an early bath (or attempt some log-rolling)

Your energy level. If it nears zero, head back to the Parkie's little yellow shack (pictured)

Your supply denotes how much energy your shack has in store

The litter gauge displays the garbage left to pick up

A turtle. Avoid when on land; run over them while in the dinghy

Your shack. Return here for an energy top-up

Your score (not so hot so far)

Number of parkies remaining

The level which you're playing

FI-GP CIRCUITS

Idea

Idea's new racing game harks back to the days of Sega's *Monaco GP* (the forerunner to new 'Super' version) – but improves on the old vertical scroller with some tidy track graphics and a stonking pit sequence.

This demo, courtesy of the Italian programming team, lets you loose on the Monaco street racing track, and even lets you 'pit in', as the professionals say…

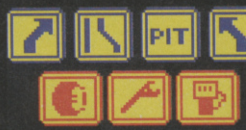
To get going, simply push forward on the joystick and when your revs have built up, press fire to change up to high gear.

To enter the pit, wait until the lane appears (on the right, next to the starting grid) and pull in. To change your tyres, refuel and get any damage fixed click on the corresponding button and watch as your team leap into action!

When they've completed their tasks, the buttons turn blue. Click on them again to turn them green and then hit the GO buton. Press fire again to give your crew the OK signal, then push forward to rejoin the race!

Warning signs

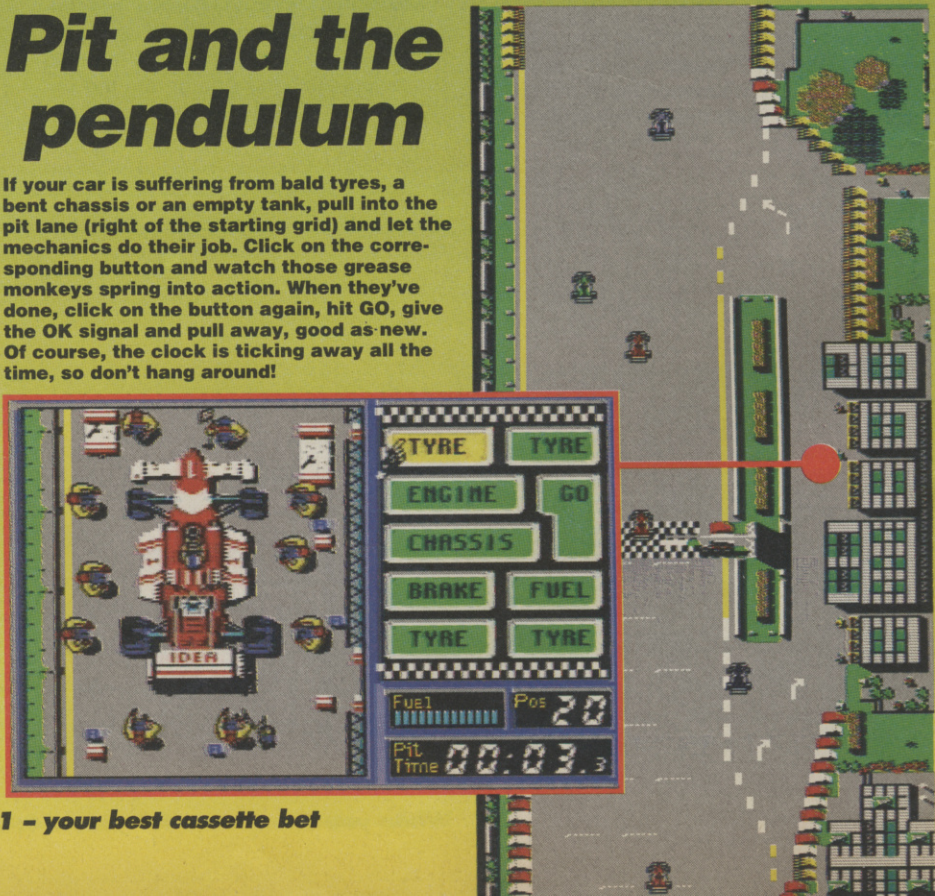
If you look at the top of the screen (in the border, techy fans!) you'll notice the icons that appear, warning you of approaching hazards…



Road signs: (from top left to right) right turn ahead, chicane, pit lane, left turn ahead. Then the warning symbols: tyre wear, mechanical damage, low fuel

Pit and the pendulum

If your car is suffering from bald tyres, a bent chassis or an empty tank, pull into the pit lane (right of the starting grid) and let the mechanics do their job. Click on the corresponding button and watch those grease monkeys spring into action. When they've done, click on the button again, hit GO, give the OK signal and pull away, good as new. Of course, the clock is ticking away all the time, so don't hang around!



From the best selling role-playing game Gremlin brings you…

COMPUTER ADVENTURE IN A WORLD OF MAGIC

Screen shots from Amiga version

Gremlin Graphics Software Ltd.,
Carver house, 2-4 Carver Street,
Sheffield S1 4FS
Tel: (0742) 753423

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Spectrum, Amstrad and
C64 cassette & disk
(PC VERSION AVAILABLE SUMMER 91)

SNIPPETS

LET'S GET DEVIOUS

Devious Designs is a new game out from Image Works. Dr Devious is a famous bonkers scientist, and it's his fondest wish to put corners on the Earth and make it a square world. He's obsessed with cubist painting, you see, and he wants the whole world to look like a cubist painting. Working on the game are Martin Walker and Bob Stephenson. It's a fast puzzle game where you have to build different shapes against the clock.

VERY SILLY

News has just reached the *CF* newsdesk about an incoming game from System 3 called *Silly Putty*. No firm details about the gameplay or price as yet, although release is said to be in about 4 weeks time. One thing is very sure. It will be very silly.

WHIP CRACK AWAY

Good news for fans of everyone's favourite adventuring archaeologist. A fourth and final Indiana Jones game is coming along from veteran Indy master US Gold. The latest episode of the series, *The Fate of Atlantis*, is reported to be around six months away from the shops, so look out for more whip cracking fun just this side of Christmas.

WHEN I'M 65

Commodore have confirmed that they are working on a new computer based on the C64 but capable of Amiga style 4096 colour graphics!The new machine, codenamed the C65, is based on the 6502 just like the C64, but has the addition of IFF format graphics like the Commodore Amiga. This means that any graphics used in Desktop Publishing packages and paint programs, such as the amazing DeluxePaint from Electronic Arts, can be used on the new machine! The C65 is reported to have an internal 3.5" disk drive, and will be able to run all existing C64 games. This obviously means having a serial port to take a normal C64 disk drive, plus a port each for a cassette and cartridge. Although it has been stated that there are "no plans to release it before Christmas", the machine is said to be at the stage of being sent out for testing to certain trusted C64 programmers. Although Commodore's comments suggest a possible release next year, Commodore are waiting for a certain amount of purpose written software to become available before commiting to a firm realease date. A Commodore spokesman said that although it will be compatible with the C64, there would be "no point in releasing it before there was a decent line in new software". Start saving now, chaps.

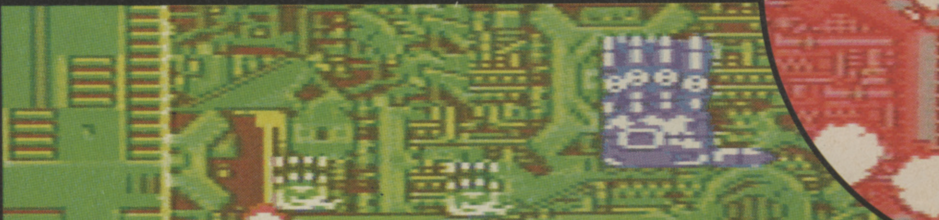
Scramble! Scramble! Software attack! The CF scanner is bristling with blips as it detects another salvo of new 64 games. Full details follow. Guard your wallets until further notice. Meanwhile, be alert. After all CF likes lerts... (That's enough announcing thanks –Ed)

EARLY
WARNING!

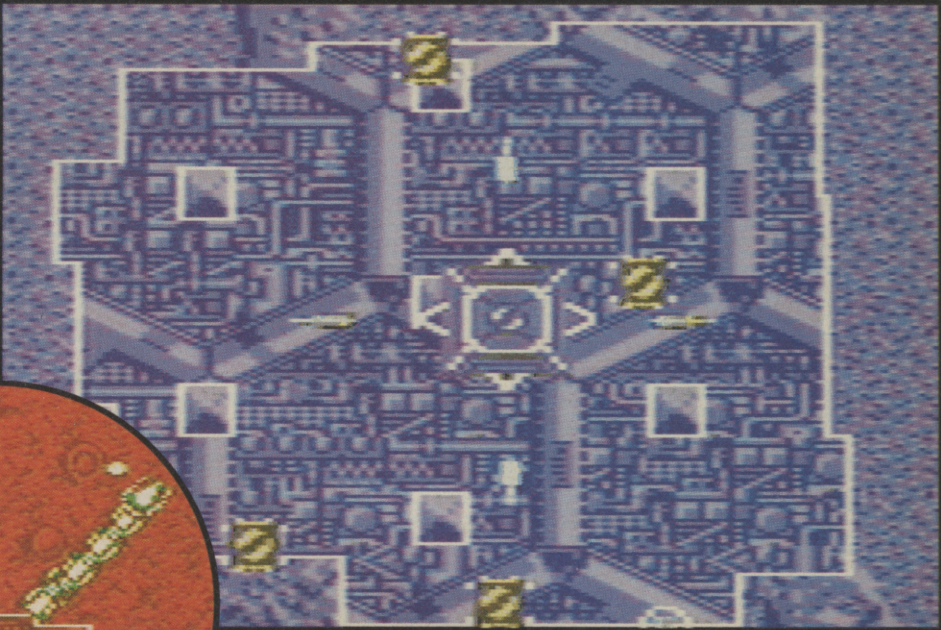
VOLFI

How many of you people frequent video arcades? Come on, hands up... one, two, three... a few thousand. Well, those of you who do may have seen an odd little puzzle called *Volfied*, by lush game kings Taito.

Well, now it's a wee while later and Empire has done the C64 arcade conversion of *Volfied*, and it's looking pretty darn hot. If you haven't seen the arcade jobby you're bound to have seen a similar game, as several different versions have come and gone, the most well known of which was called *Qix*.



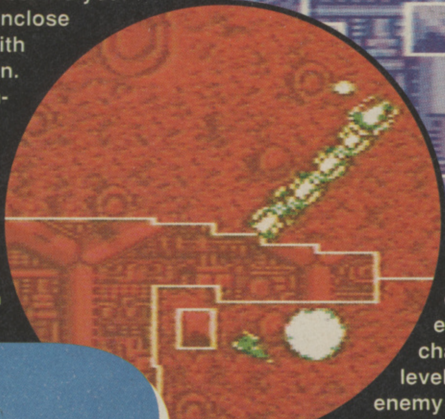
Let's have a big hand for our previewer's lack of game-playing prowess (groan). After becoming a little over confident we can see a trail of fireballs zooming rapidly towards the hapless spaceship. A gung-ho appeoach is definitely not recommended in this game



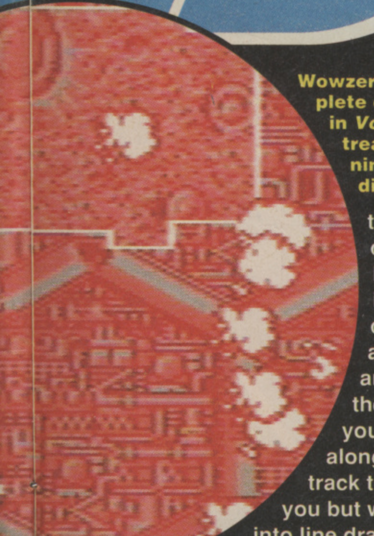
On later levels the large opponents open fire on you as well as getting in your way. This spiky block moves around a bit, then comes to a standstill before firing in four directions

The game takes off from where the old Taito game of *Arkanoid* left off, and like the previous neat strategy game, the idea is simple. But playing the the thing and beating it is an absolute nightmare. Don't get us wrong, it's hugely playable but it has to be said that it's also fiendishly difficult. All you have to do is fill in as much of the single screen play area as possible. When a certain percentage of it is full, the level is complete.

You manipulate a space ship called Scanner around the screen. It runs on lines on the screen and when you press fire you draw new lines behind you. When you completely enclose an area of the screen with your lines it gets filled in.



Try to section off part of the screen containing opponents. Then they'll explode as it gets filled in



Wowzer! When you complete one of the levels in *Volfied* you're treated to this stunning pyrotechnical display. Lucky you

Several factors combine to try to prevent you doing this. A horde of alien creatures like giant crabs, killer ladybirds, jumping spiders and deadly eyeballs are bouncing and flying around the screen. If you're travelling along an existing track they can't harm you but when you go into line drawing mode you become vulnerable. The trick is to repeatedly portion off small areas so that you spend as little time as possible unprotected (safety tip uno).

Another problem is that when you're making track the creatures don't actually have to touch you to kill you. They merely have to touch the track you're making and a line of fireballs rocket along the track towards you killing you on contact. Even that's not the end of it. If you take too long over the task, your shield disappears permanently leaving you vulnerable even when you're not drawing tracks.

Each level has a multitude of drone like beasts and, in the tradition of these things, one BIG bad dude at the end of each level. These change from level to level with more ferocious enemy types the further you get into it.

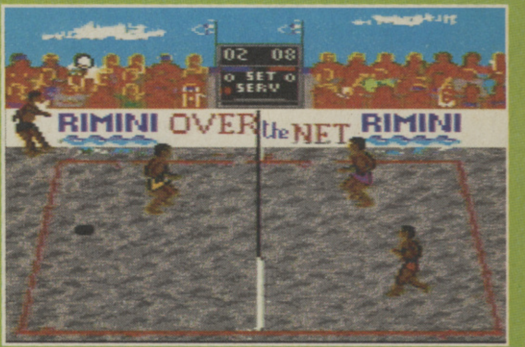
It looks like it's going to be a real hoot, not to mention a scoot, so come on down next month for the authoritative *Commodore Format* PowerTest.

Nobody likes me, everybody hates me. I think I'll go and get eaten by an early *Volfied* worm. (Okay, so it's more of a centipede) This omnipedal pest appears in the very first level, feet first, so to speak

ED

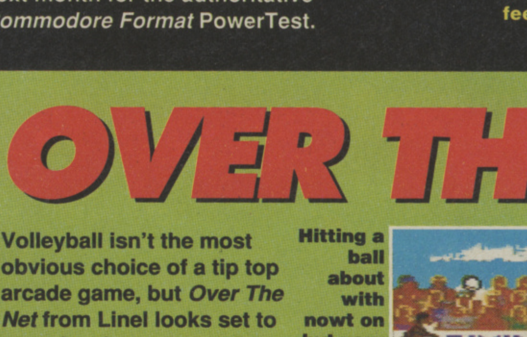
OVER THE NET

Volleyball isn't the most obvious choice of a tip top arcade game, but *Over The Net* from Linel looks set to net a few fans when it is released at the end of August. Just like the real game you prance around on the beach with a few scantily clad chums, bunting a ball over a net on the volley.



Hitting a ball about with nowt on but your pants seems like good fun right? Try it yourself on next month's demo

At no time must the ball touch the ground, and if it does, the other team gets a point. The game is played a bit like tennis, except the only thing between you and the very hard ball is your on arms. You don't even get a bat, what a swiz. Still, it is a nice sunny day and so after the match you can go and pump some iron and sunbathe your pectorals crisp.



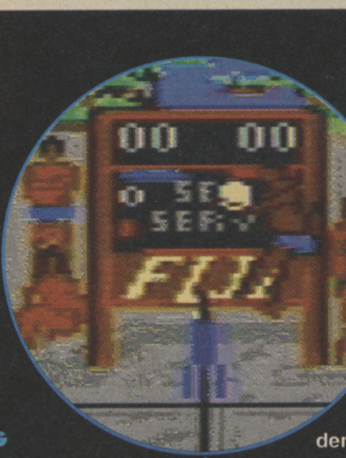
One of the best ways to out-fox your opponents is to pass the ball to the front man then slam it hard into their half

So get some sand between your toes, dude! The best news of all is that you can play this game sooner than everyone else, as a playble demo will be free with the next issue.

So, look out for the exclusive demo on the *CF 11* PowerPack coming in August.

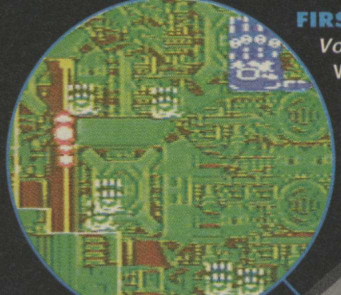
EARLY WARNING! SCANNER

Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are six months away. Red dots represent games that have been delayed...



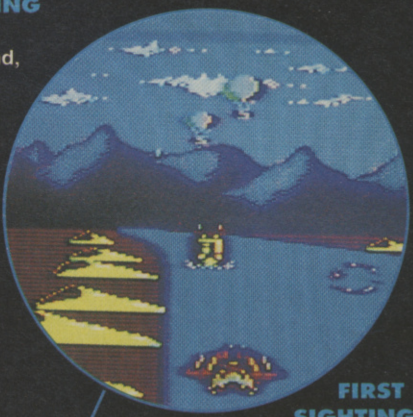
FIRST SIGHTING

Over The Net, Linel. Sun, sand, sea and beach volleyball come to life on your 64. Look out for the full review and swank–worthy demo next issue



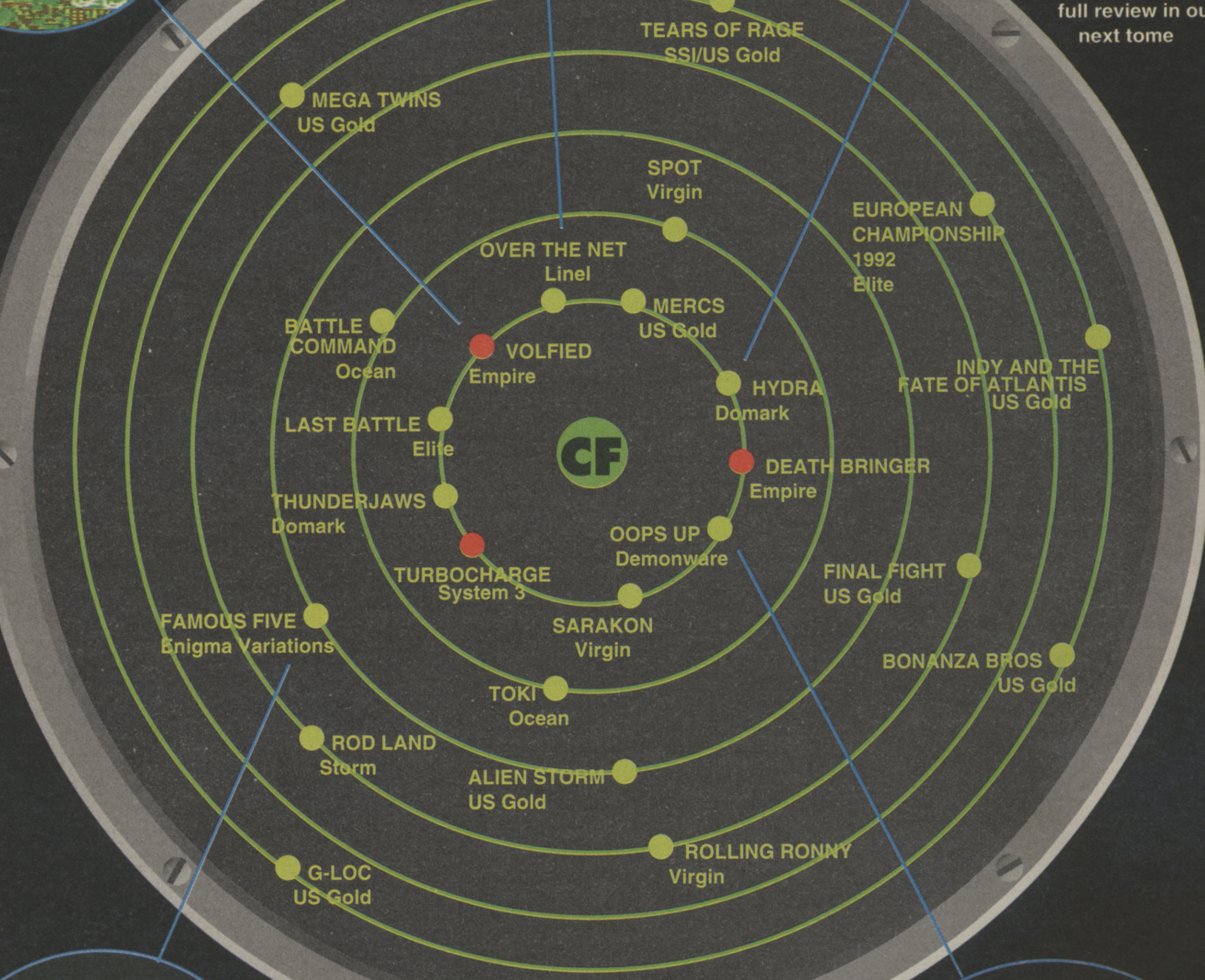
FIRST SIGHTING

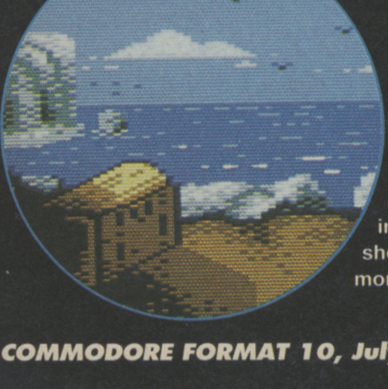
Volfied, Empire. We've both seen and played this '*Qix* with knobs on' clone. Very good it seems, too



FIRST SIGHTING

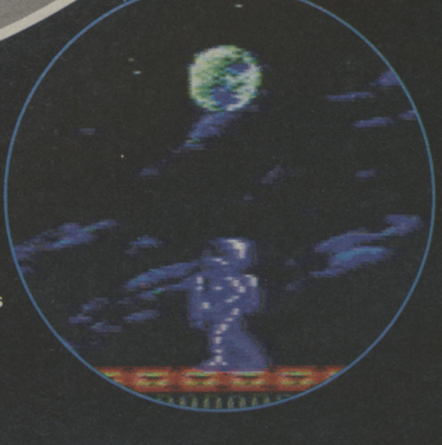
Hydra, Domark. *Chase HQ* on water? Let's hope not. Only one month away so expect a full review in our very next tome


TEARS OF RAGE SSI/US Gold
MEGA TWINS US Gold
SPOT Virgin
EUROPEAN CHAMPIONSHIP 1992 Elite
OVER THE NET Linel
MERCS US Gold
BATTLE COMMAND Ocean
VOLFIED Empire
INDY AND THE FATE OF ATLANTIS US Gold
HYDRA Domark
LAST BATTLE Elite
CF
DEATH BRINGER Empire
THUNDERJAWS Domark
OOPS UP Demonware
TURBOCHARGE System 3
FINAL FIGHT US Gold
SARAKON Virgin
FAMOUS FIVE Enigma Variations
BONANZA BROS US Gold
TOKI Ocean
ROD LAND Storm
ALIEN STORM US Gold
ROLLING RONNY Virgin
G-LOC US Gold



FIRST SIGHTING

Famous Five, Enigma Variations. Beset by teething-troubles, this text adventure's future is looking a little more rosey. It should be with us in a few months, if not sooner



FIRST SIGHTING

Oops Up, Demonware. This *Pang*–alike features a gob smacking digitized theme tune. Look forward to that and some gorgeous graphics in next month's review

WIN IT'S WILD! WIN

WIN!

THIS AWESOME "THUNDER" DRUMKIT COULD BE YOURS! ALL YOU HAVE TO DO IS ENTER OUR SIMPLE PHONE QUIZ, ANSWER THE QUESTIONS CORRECTLY & YOU'RE IN WITH A CHANCE OF WINNING!

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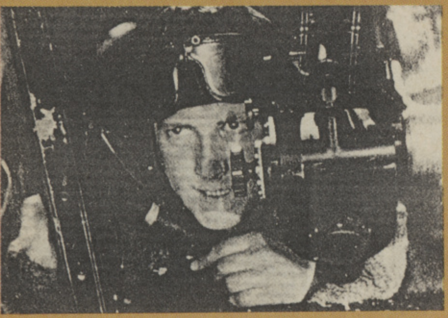
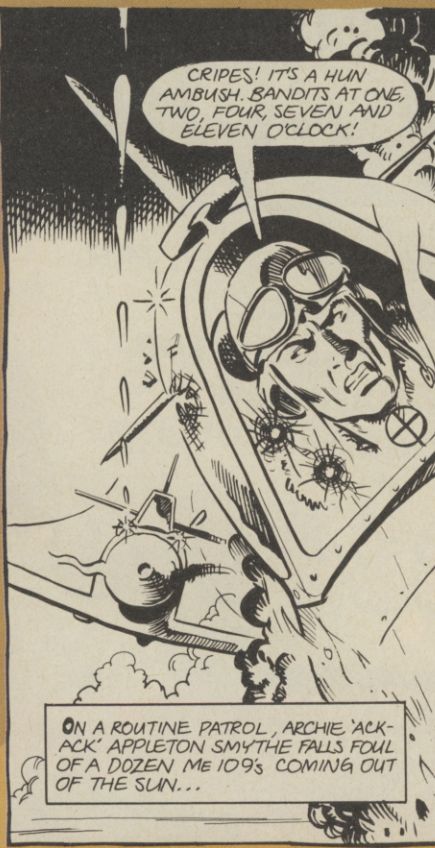


ACES HIGH

Ever since he fell off his first cliff, man has wanted to fly and Gordon Houghton's lemming-like tendencies are worst than most, so it was a dream come true when we offered him the chance to test pilot the best flight simulations around


CRIPES! IT'S A HUN AMBUSH. BANDITS AT ONE, TWO, FOUR, SEVEN AND ELEVEN O'CLOCK!
ON A ROUTINE PATROL, ARCHIE 'ACK-ACK' APPLETON SMYTHE FALLS FOUL OF A DOZEN ME 109's COMING OUT OF THE SUN...

Eee... When I were only knee-high to an amoeba, a flight simulation was a rubber band, four pieces of balsa wood and a good throwing arm. We used to dream of two-tone computer worlds with crude sprites or jerky vector graphics, planes that handled like rowing boats and enemies you could destroy by crashing into them. Tell that to people today and they won't believe you: nowadays it's all F-19s, F-16s and state of the art attack choppers.

Flight sims are unique in C64 programming history, because the ones already available are probably as good as you're going to get. Smooth vector graphics, high quality enemy aircraft and a huge variety of options and missions have been around for a couple of years – the only way the genre can expand is sideways, with more missions and different aircraft. This explains why there have been very few releases lately, none of which have been remarkable.

Apart from a few exceptions (such as *Flight Sim* and *Flight Sim II*), most of the games have concentrated on combat, although there has been the odd `quirky' release, such as *Snowstrike* (but that's already been deleted) and *Super Huey II* (an arcade-style helicopter game which incorporates peaceful missions). All of these face one major problem: balancing the demands of running speed against the level of ground detail.

In *Stealth Mission*, for example, the beautifully detailed filled 3D doesn't really work in real time, even if it is good for screenshots; at the opposite is the ageing *Spitfire 40*, with sparse detail and crude sprites. Most releases rely either on sprites or vectors to represent land features – vectors are more flexible and tend to be used for `serious' simulations, but sprites often look more realistic, so they appear more in arcade-style games.

If you have trouble finding any of the following titles in the shops, don't give up. Instead, try one of these three surefire methods. Firstly, old classics often get resurrected on budget labels – if that's the case, we'll mention it below; alternatively, there's a chance you could find what you want in a bargain bucket. Secondly, you should find a few of these games advertised by mail order firms. If all else fails, contact the software house direct. In the conclusion to this round-up, we'll print the addresses of all the companies whose games are mentioned in it. Meanwhile, get *Kite Marks* fixed in your sights. It lets you know which sims I think get off the ground.

Kite Marks

The most important aspect of any true simulation is how faithful it is to the real thing. Some games attempt too much: just about every filled 3D release has failed because the update speed is too slow. Some attempt too little: not enough missions, instruments, or too few options for the player.

Some games get it just right: bags of missions, smooth vector graphics, a plane that handles beautifully and masses of enemies. Watch out for the following logos to help you sort the chickens (not to mention the dodos) from the eagles.

◉◉◉◉ The F117-A of simulations: a smooth-looking machine with strong visual appeal, first-class presentation, excellent design and knobs aplenty. Fly it!

◉◉◉ This pushes the outside of the envelope with the best of them, but it's got the kind of minor design faults which lead to greased nipple failure, frustration or occasional boredom.

◉◉ Better than the bird flown by Wilbur and Orville Wright, but not in the same hangar as the Stealth Bomber. One for nostalgia fans or people who say, "I must collect them all," a lot.

◉ This looked OK when it first took off, but the pilot bailed out long ago. The fact is this game's landing gear doesn't work, the flaps are knackered and the in-flight meal is scotch eggs and luncheon-meat. Deserves to be shot down in flames (and probably has been).

Virtually there

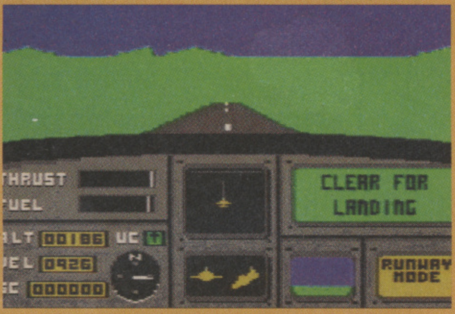
It was only as recently as 1970 that flight simulators appeared: General Electric supplied NASA with the first programs. Only a couple of decades on from that date, all pilots – commercial and military – are now trained on simulators. The most common of these, such as the AL 1011 Tristar and the Vax-based Boeing 747-400 series used by British Airways, can cost anything up to 150 million (you've probably seen them on The Krypton Factor). The latest development is known as the Super-Cockpit, conceived by Dr Tom Furness at the Wright-Patterson airbase in Ohio. It is a helmet which completely encloses the head, with two separate screens over each eye conveying slightly different images to create the sensation of 3D. Whichever way the `pilot' looks, the world moves accordingly. Future versions currently being developed in France and scheduled for the end of the century will feature a visor on which all the standard HUD information will appear, plus a computer able to converse with the pilot. This synthetic voice will not only convey information, but will be able to advise the best manoeuvres in tricky situations. Whatever happens, it will be some time before computers can simulate flight perfectly: you can't accurately recreate a 9g turn with hydraulics alone.

ACE

Cascade

Availability: On a double pack with Ace II *on the Encore budget label, £2.99 (cassette)*

Beware: both this and its sequel have the most minimal instructions you'll find in any simulation. There are no details about your aircraft other than controls and displays.



Taking off in *ACE*. The game's mid-air refuelling sequence proves the sky's the limit

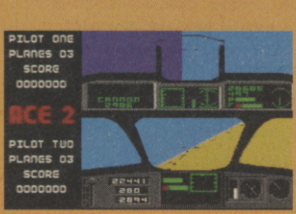
There's no scene-setting and only a few clues as to how to fly. When it was released over five years ago, it was the best thing since fixed-wing jets: it shook off the `flight sims are boring' image with fast graphics, furious arcade-style gameplay and all the basic sim paraphernalia to boot. These included winter/summer, day/night options, an array of missiles, flares and shells, and nine skill levels. Add a gripping mid-air refuelling sequence, superb dogfights, a rear-view camera and some scratchy speech, and you have one hell of a game – even by today's standards.

ACE II

Cascade

Availability: On a double pack with Ace on the Encore budget label, £2.99 (cassette)

Three years on from its predecessor, *Ace II*'s most striking feature was a split-screen two-player mode. Unlike the original, its major appeal is the ability to get straight up into the sky and start blasting. This is also its drawback: it's much less of a simulation and more of an arcade game. There is only one scenario (the Middle East), coupled with a dogfight option for two players. You can predetermine the number of planes to be destroyed and the number of hits sustained by both players, but you can't do those things that simulation fans love, such as complex aerobatics and fiddling with the flaps and rudders. Worse still, the 20-level computer opponent is excessively difficult – and as a result you stop biting your nails and reach for the `off' switch instead. The clinching criticism is a lack of depth and variety: endlessly shooting down planes soon becomes tedious.



Two up, literally! Head-to-head action in *ACE II*

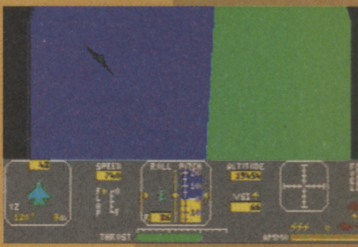
FIGHTER PILOT

Digital Integration

Availability: Byte Back budget label, £2.99. Was also released (now deleted) on the Silverbird budget label at £1.99

Another release from 1985, this was arguably Digital Integration's most successful game to date. The classic that Speccy owners raved about was converted for eager Commodore owners and... just about fulfilled its promise. Your plane is an F-15 Eagle, a single-seat air superiority fighter and the second mostly costly aircraft ever built.

As you'd expect, the action revolves around air combat, mainly destroying enemy bombers which are making big holes in your five airbases. It's accurate because action is scarce but impressive: you spend ages sneaking up behind your opponent before spraying him with bullets. Unfortunately, if you miss you can spend ages trying to find him again – and the graphics aren't overwhelmingly realistic. Options were ahead of their time: the ability to change turbulence levels for enhanced realism, alter the visibility, game type and skill level and operate a good degree of control over the aircraft itself. Try it only if you're feeling nostalgic.



It just goes to show that you can't bank on *Fighter Pilot*

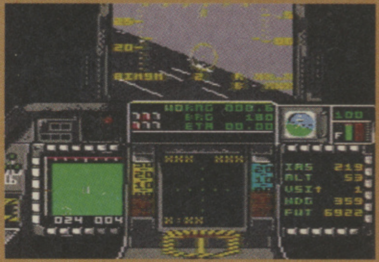
AFTER DOWNING ALL BUT THREE OF THE ENEMY ACK-ACK'S SPITFIRE LOSES A WING. GRABBING HIS TRUSTY STEN, OUR AIR-ACE CLIMBS OUT ON TO THE WING, STABILISING HIS CRAFT. CLINGING PRECARIOUSLY TO THE LEADING EDGE, HE MOVES THE AILERON WITH HIS FEET AND CONTINUES THE DOGFIGHT...
ONE DOWN TWO TO GO!

F-16 COMBAT PILOT

Digital Integration

Availability: Digital Integration, £9.95 (cass), £14.95 (disk)

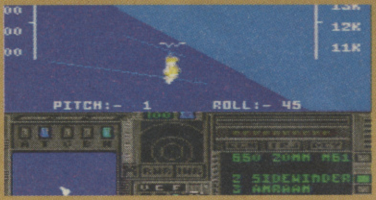
Now over a year old, DI's most recent flight sim is by no means the sorriest one around, but it falls far short of the standards set by MicroProse. The first disappointment is the packaging – the handy key guide and hefty manual appear impressive until you read the enclosed sheet which tells you all the features you're *not* going to find on the C64 version. The game fails to console you after that: six missions (five of which can be flown immediately) offer a good deal of lastability but not a lot of challenge. The plane itself is pleasing to fly, though the visual display (sparse wire-frame graphics) and sound effects are disap-



Keep your HUD up if you go on a mission in *F-16 Combat Pilot*

pointing, and the range of controls and weaponry is adequate without being outstanding. It's complex enough to please converted flight sim fans, but it's too unrewarding for first-timers.

◉◉



The grittiest realism in air combat simulation – *Gunship*

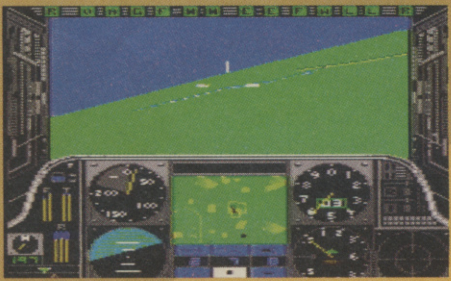
F-15 STRIKE EAGLE

Microprose

Availability: Microprose, £9.99 (cass), £14.99 (disk)

This is one of the oldest flight sims around, but it could still give some of the recent releases the runaround in a dogfight. If you can stomach its breathtaking jingoism (the eight increasingly difficult missions are based on real events, mainly concentrated in the Middle East), it's a very playable and faithful simulation of the F-15. It contains all the major flight, weapons and information systems of the F-15. There are four skill levels (from Rookie to Ace), an unusual (and fairly redundant) four-player option, and the usual range of controls, weapons and anti-missile devices. The 40-page manual contains a mass of information on air combat techniques – but the real test of any simulation is how it flies. In this case, the answer is very well: the graphics aren't outstanding – a fairly crude but swift 3D display is all you get – but the plane handles beautifully. Try it and fly it.

◉◉◉



Air-to-surface sufferin' dead ahead in Microprose's *F-15 Strike Eagle*

GUNSHIP

Microprose

Availability: Microprose, £14.99 (cass), £19.99 (disk)

You won't find a better helicopter simulation than this. The outstanding manual sets the tone for what is to follow, with over 80 pages packed with informative and interesting reading. The game (with a handy keyboard overlay) lives up to this promise: a vector graphics landscape which moves quickly considering the detail it has to handle, brilliant combat scenes and a huge range of options, including the chance to create your own character, difficulty levels from training to war, and a reality level which can have you crashing at take-off or sailing into the skies from the word go.

It's the attention to detail which makes this stand out from the crowd: the way missiles disappear into the distance, the genuine variety in the five missions, and the sheer weight of information crammed into the game. The cassette version has a lengthy multiload but is well worth the wait – *Gunship* is a vital part of any flight sim fan's collection.

◉◉◉◉

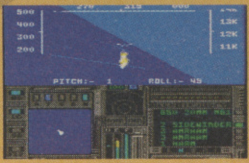
PROJECT STEALTH FIGHTER

Microprose

Availability: Microprose, £14.99 (cass), £19.99 (disk)

This is easily the best flight simulator available, though it's more user-friendly on disk than it is on cassette. Grasping the yoke of a Lockheed F-19 stealth fighter, you run missions in the potential war-zones of Libya, the Persian Gulf, the North Cape (Finland) and Central Europe. What makes the action so appealing is that you can virtually design your own skill level, by setting the degree of enemy activity, your own landings, the type of target in each mission and (as a result) your own status if you're successful – ideal for the career minded.

The plane itself is superb – it's not just a case of blasting everything you see, but concentrating on cloaking your movements and executing your mission orders as efficiently as possible. Presentation is typically spot-on: the landscapes and panels are utterly convincing, the sound effects are functional but good, and (best of all) you can get up and fly it straight away. A wealth of packaging (including huge manual, maps and keyboard overlay), a superb choice of missions and brilliant presentation screens all go to make it unbeatable.



Invisible to radar: *Stealth Fighter*

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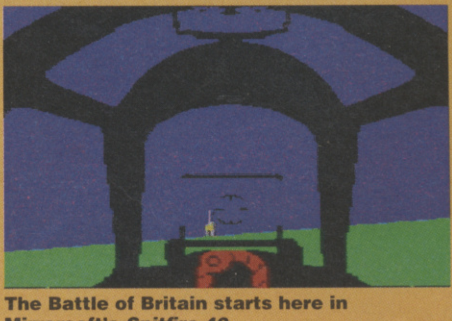
SNOWSTRIKE

Epyx/US Gold

Availability: Deleted

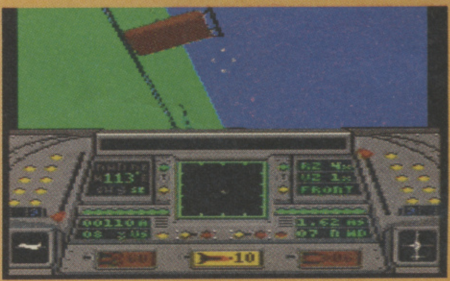
In January 1997, the US elected a new President, on a ticket to wage war against the South American drug barons. In spite of Congressional disapproval, the President launched his secret weapon, the F14-LCB fighter, a highly manoeuvrable craft used to destroy the most important drug installations and supply routes. In April 1999, Congress approved the Snowstrike mission, launched from the aircraft carrier, Epyx.



The Battle of Britain starts here in Mirrorsoft's *Spitfire 40*

AFTER DOWNING THE LAST 109, ACK-ACK FINALLY BAILS OUT- ONLY TO FIND THAT HIS RIPCORD HAS STUCK DURING THE MELÉE!
AAAAAAAAAAAAA
TUG
TUG

This is the background to a standard flight sim which involves ten different missions in two categories (land and sea). Land tasks involve identification of coca plantations; the aquatic variety concentrate on sinking enemy carriers and drug supply ships. For all its options (including a variety of skill levels and weather conditions), this is just another standard flying game: the graphics aren't detailed enough to keep you enthralled, the sound effects are limited, and the missions aren't really varied enough to have you coming back for more.



Lost in action: *Snowstrike* failed to reach its target in 1990 and has been deleted

◉◉

SPITFIRE 40

Mirrorsoft

Availability: Deleted by Mirrorsoft. Was available on the Gremlin Flight Ace *compilation and is now available on budget from Alternative, £2.99*

This was one of the first ever flight simulations to attempt a convincing impression of 3D – and it almost works. It shoves you into the flying jacket of a young inexperienced Spitfire

A brief history of flight

1809 – 1853: George Cayley perfects fixed-wing gliders with stabilising tails which eventually fly half a kilometre.

June 4, 1873: the Montgolfier brothers launch an unmanned hot air balloon in the skies above Lyon. It reaches an altitude of 1000m and stays aloft for ten minutes. Aeroplanes were surprisingly quick to follow.

December 17, 1903: The first sustained manned flight (that everyone remembers) by Americans Wilbur and Orville Wright. After experiments with gliders, they build a biplane, the Flyer I. Orville is chosen as pilot and becomes the first man to fly aboard a powered machine – for 13 seconds.

November 13, 1907: the first take-off by a manned helicopter is accomplished by Frenchman Paul Cornu at Lisieux in France.

(Helicopters flew – albeit badly – in model form in 1784, and Leonardo da Vinci had designed a similar model to the 1784 project as early as 1480 – smart dude).

pilot in 1940. All the basics are here: three flight modes (practice, combat and combat practice) which cater for novices and aces alike; suitably elementary controls and a comprehensive instrument panel.

You can control it from take-off to landing and everything in-between (unlike some simulators) and you can even save games. Where the action falls down is in its representation of the outside world: convincing still graphics – cockpit, maps and instrument panel – are let down by a scarcity of detail and realism in the 3D.

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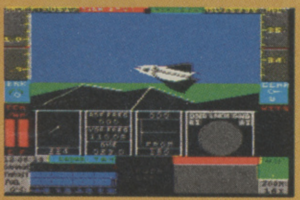
STEALTH MISSION

SubLogic

Availabilty: Deleted

SubLogic are more famous for *Flight Sim I* and *II* and all the accompanying scenery disks, copies of which are now like gold dust (try to get hold of them if you can). *Stealth Mission* – their first real attempt to get to grips with a combat simulator – appeared three years ago and made a brave stab at filled 3D. Its presentation is very impressive: maps, a detailed booklet, a host of spectacular internal and external views, and the option to fly three totally different aircraft (the F-19, the experimental X-29 and the F-14).



***Stealth Mission*: so stealthy that no-one saw it (for long)**

This is offset by some severe drawbacks: in filled 3D mode there is a hefty command buffer between key presses and on-screen response, and there is no time acceleration feature. Even so, there are plenty of missions (albeit over fictional territory), and an option to switch to vector graphics – which run more capably on a 128 than a 64. A great simulation of flight and a very impressive slice of programming, but you have to accept all its faults before you can enjoy it fully.

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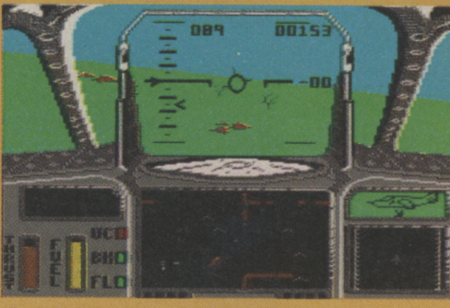

***Strike Force Harrier*: despite the name it never really gets off the ground**

STRIKE FORCE HARRIER

Mirrorsoft

Availability: Alternative £2.99

Claiming to be "not just a flight simulator... but also a full battlefield simulation", Harrier uses a similar graphics engine to *Spitfire 40*. This means that it has virtually the same drawbacks: unconvincing graphic detail, basic sprites and crude representations of ground and sky.

This doesn't mean it's at all bad, particularly for the price: there are three difficulty levels and four modes of flying (including a demo mode), a comprehensive instruction booklet (including tutorial), and more than enough opponents to keep you busy.

You can actually play the game as an arcade shoot 'em up, if you prefer, although it's at its best as a simulator. There are much better shoot 'em ups around.

It's not entirely faithful to the jump jet – in particular there are a few speculative features which would not be found on the real thing (such as the useful Friend Or Foe Tracking Radar) – but if you stick with it, *Strike Force Harrier* will keep you interested for a short time.

◉

IS THIS THE END FOR APPLETON-SMYTHE? NOT QUITE, FOR BARELY 50 FEET FROM CERTAIN DEATH, A GENTLE WHOOSHING SOUND HERALDS THE APPEARANCE OF GUNNER JENKINS AND HIS EXPERIMENTAL 'THERMO WING'. ACK-ACK GLIDES HOME TO A HERO'S WELCOME, BUT THE CELEBRATIONS ARE SHORT LIVED, FOR AS LONG AS ONE BOSCH STALKS THE SKIES, ARCHIE 'ACK-ACK' APPLETON-SMYTHE WILL NEVER REST!
PLOP
WHAT HO, ACK-ACK!

SUPER HUEY

US Gold

Availability: Deleted

Released way back in 1985, this arcade-style flight sim is limited by today's standards. Your Huey UH-1X faces four missions: flight instruction, exploration (surveying uncharted territory), rescue (collecting survivors in a mountainous region) and combat (the ultimate test – fighting off hostile forces attacking a secret desert installation). The graphics are impressive enough with a good sense of speed at low altitude, and the massive landscape takes a long time to explore. Even though there is a wide range of controls, it's easier and more controllable than an aeroplane; the difficulty of the last two missions means that it has to be.

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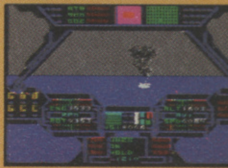
SUPER HUEY II

US Gold

Availability: Deleted

The helicopter has only changed a digit – it's now a UH-2X – but its controls have doubled from 29 to over 50, and there are now six missions. These are tough cookies too, ranging from fires aboard oil rigs to the bizarre Bermuda Triangle stage. Each one is preceded by a snippet of digitised speech and contains some excellent visual effects.



***SH2* – a chart topping chopper game**

The arcade bias of the action hasn't changed – but the quality of the graphics has. Better still, the helicopter isn't as easy to control as the UH-1X, but it is ultimately more manoeuvrable – and that means increased lastability. If you must choose between two Hueys, opt for this one.

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AND FINALLY...

Prices given above are only a guide: with the recent VAT increases, it's wise to check with the software house (who can also help if you can't find the sim you want).

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THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

FULL PRICE GAMES

👍 GOING UP 👎 GOING DOWN ✋ STAYING STILL

1	**CREATURES** Thalamus	Good sense prevails. This excellent and amusing game from Thalamus finally hits the number one spot	👍
2	**DIZZY COLLECTION** Code Masters	Going nowhere fast. The ever popular Egg Dude clings on at number two despite containing *Fast Food*	✋
3	**TEENAGE TURTLES** Mirrorsoft	Cowachunda! Those sickening Turtles have dropped, though not very far. Time for a new craze methinks	👎
4	**VIZ** Virgin	Typical! Put a 'Not for sale to children' label on the box and everyone buys it. We gave it 58% so steer clear	✋
5	**BACK TO THE FUTURE 3** M'soft	Straight in at number five. It's a good job people weren't put off by its appalling prequel. *CF* rated it 81%	NE
6	**BIG BOX** Beau Jolly	Up one place? It should be doing much better. A line-up of 30 games for less than a tenner is a must	👍
7	**LAST NINJA 3** System 3	Plummet City. We awarded it 97% and that was on cartridge. Now it's on tape it really shouldn't be missed	👎
8	**POWER UP** Ocean	A new entry for Ocean's spiffy compilation. *Turrican, Rainbow Islands, Altered Beast* and others. Phwoar!	NE
9	**SYSTEM 3 C'TION** System 3	This compilation got a whopping 94% in issue 7 of *CF*. Now it's flying up the charts, which is how it should be	👍
10	**ROBOCOP 2** Ocean	Murphy has peaked it would appear. This 90% cartridge game (as rated by us) is holding its own (ooh-er)	✋
11	**S.C.I.** Ocean	Has moved up another place! Surprising since it's both a cart game and not very good (we gave it 74%)	👍
12	**SUPER MONACO GP** US Gold	Going, going, er... still going. A rating of 78% from us was the kiss of death. No, seriously, the kid done good	👎
13	**HOLLYWOOD C'TION** Ocean	This not-half-bad compilation is still fighting its way up the charts despite getting on a bit now	👍
14	**GOLDEN AXE** Virgin	What an excellent arcade conversion this was. We gave it 88%. That must be why it's still here six months later	👎
15	**TURRICAN 2** Rainbow Arts	A game this good deserved to be around longer than this. But no, down it tumbles, by nine places in fact	👎
16	**LOTUS ESPRIT TURBO** Gremlin	Fabby four wheel action ensured this beauty a place in the Top 20. It's slowing but there's mileage in it yet	👎
17	**F16 COMBAT PILOT** D.I.	Hang on! This game has been around since the dawn of time and it's still only dropped two places	👍
18	**TOTAL RECALL** Ocean	No move for the Martian Taxi–cab simulator. It got 77% when we reviewed it. Don't expect to see it next month	✋
19	**GAZZA 2** Empire	Despite being awful, drops only another four places. His tranfer fee has dropped considerably more	👎
20	**SHADOW OF THE BEAST** Ocean	What's this? A new entry sneaking in the back door. This is an excellent conversion but a bit bland to play	NE

BUDGET GAMES

1	**MAGIC LAND DIZZY** Code Masters	▲
2	**DRAGON NINJA** Hit Squad	▼
3	**PAPERBOY** Encore	■
4	**DOUBLE DRAGON** Mastertronic	▲
5	**CJ'S ELEPHANT ANTICS** Code Masters	▼
6	**MULTIMIXX 1** Kixx	NE
7	**SCOOBY AND SCRAPPY DOO** Hi Tec	▼
8	**QUATTRO RACERS** Code Masters	▼
9	**QUATTRO ADVENTURE** Code Masters	■
10	**EURO BOSS** E&J	NE

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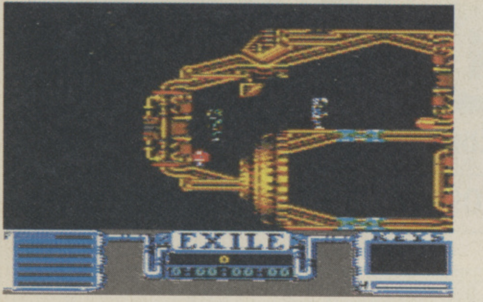
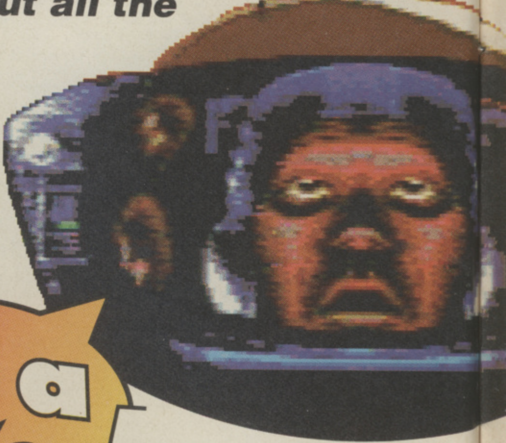


What a welcome. A split second after *Exile* has loaded, Triax materialises inside your ship and pinches your most valuable piece of equipment (!) before teleporting back to his underground laboratory. The item in question is the Destinator, and it's loss has rendered your ship flightless. Typical. Oh well, go get 'em, Floyd...

EXILE

Audiogenic have pulled out all the stops to bring the C64 an absolutely out of this world arcade adventure. Our reviewer dons his pressure suit and plays a game with frogs, catacombs and not a little gravity



It's a Corker!

When Triax was a nipper he didn't want to be a train driver or an astronaut like the other kids in his class, oh no. Triax wanted to be a mad scientist specialising in obscene genetic experiments with animals and human beings (the kind our Ed likes).

And that's exactly what he's doing now, over 140 years later, on the planet Phoebus. What a git. But it gets worse... Triax was creating a race of killer maggot creatures to destroy the universe – until your space marine mates arrived and unwittingly donated their bodies to science.

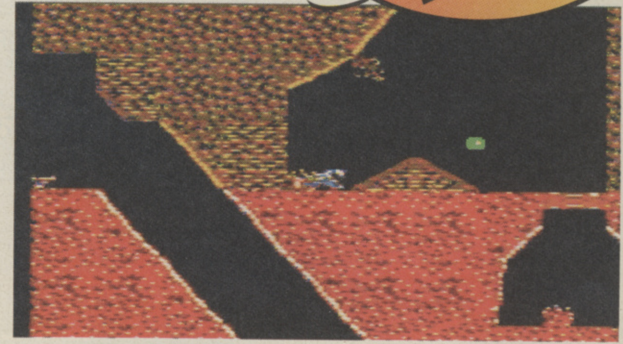
Triax's laboratory lies deep below the planet's surface, on which your mission begins. Standing between you and the destruction of Triax and the rescue of your chums is a labyrinthine cavern network filled with the results of Triax's experiments, robotic security guards of sorts, and dozens of natural and Triax-made obstacles.

So that's the story. The action's considerably more involved. In fact, there's just so much to see and do in *Exile* that it would take more space than is possible here to even begin to explain it all. But here goes...

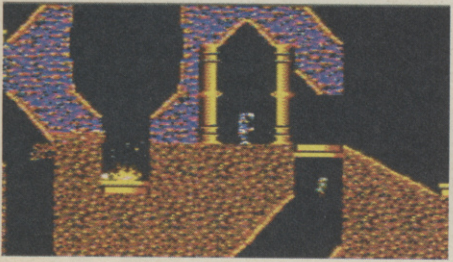
Exile's such a doozy because everything about it centres around physical forces. Your on-screen alter ego can interact with pretty much anything – and pretty much everything tries to interact with your on-screen alter ego. Every object has not only its own function but size and mass which determines how it's used. Every creature has character and does its own thing – some can be shot or burned or picked up or used as a means to an end of a problem. Some simply get in the way.

Because of this, the puzzles aren't as clearly defined as those in other arcade adventures. There's by and large more than one solution to every problem, and the order in which the puzzles are tackled is fairly open-ended too.

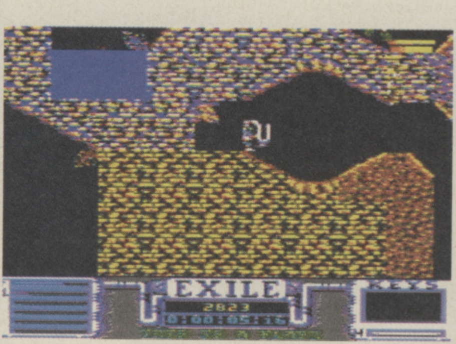
The star of *Exile* is the most versatile computer character ever seen. He walks. He runs. He jumps. And he ducks. Nothing new there, granted. But thanks to his rather swish space suit, this dude's repertoire is more impressive still. Strapped to his back is a jet-pack, which allows him to thrust about in any direction – unless there's some preventative force such as one of the many strong



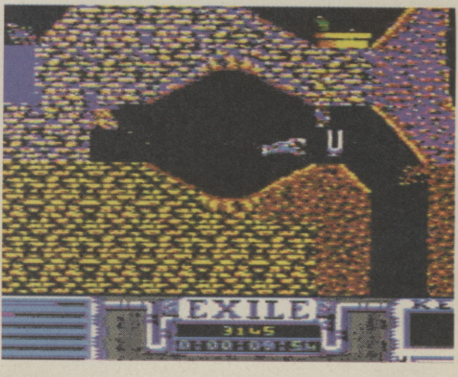
Opening the doors at the base of your ship was easy enough – they were unlocked by pressing the switch to the right. But when it comes to passing through the entrance to the underground cave network, you need a helping hand... a grenade perhaps, like this one found on the planet's surface. Avoiding the gun emplacement, you settle down behind this lump of scenery for protection. Tou throw the grenade at the door, not forgetting to first set a suitable trajectory. A warning siren sounds as the glowing grenade's short fuse diminishes. *Krakatoom!* The door is blown to pieces but you weren't because you had the sense to duck. Not all doors are as receptive to force as this one



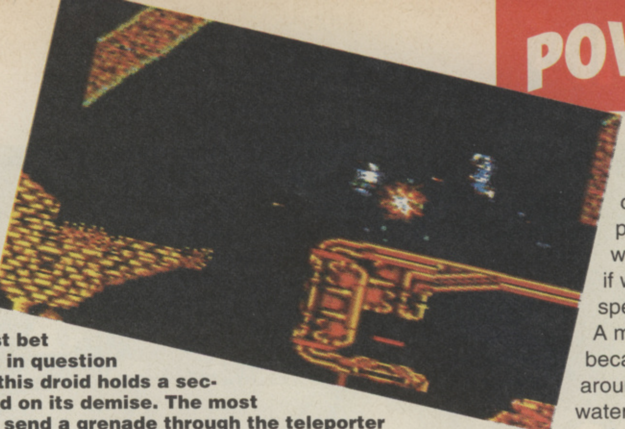
In that burning pit to the left of the picture is an extremely useful piece of equipment called the Remote Control Device. It's used in conjunction with passes to unlock and open doors and to activate and deactivate teleporters. What a pity you aren't flame-resistant. It wouldn't matter if you were, for above the roaring flame is an indestructible sliding door which is triggered by an invisible switch directly above it



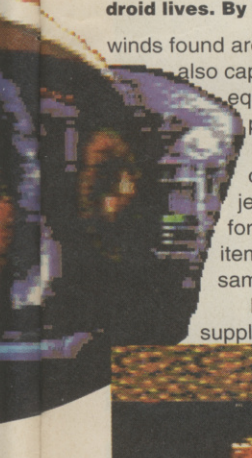
First things first. Let's find a means of putting out the fire. Some form of receptacle would come in handy, and here's one someone's made earlier. But wait. It too is behind a tough but sensitive door which closes when you approach it in possession of the flask



Skillful flying is called for here, to avoid the invisible switch which closes the door. Better still, throw the flask through the doorway before it closes, then teleport back outside to collect it

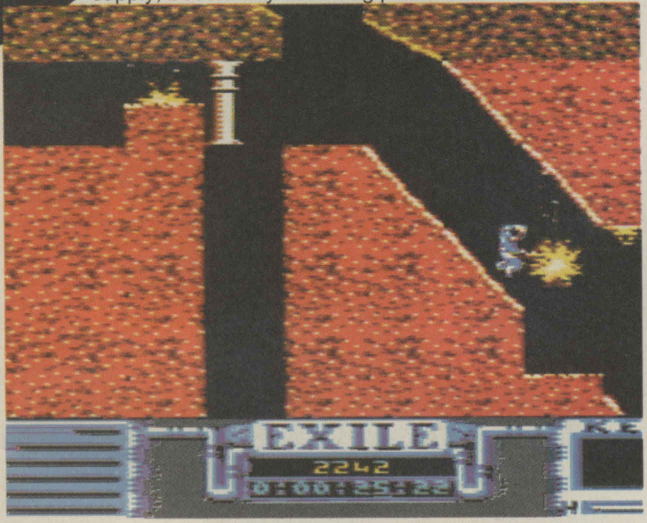


The robotic inhabitants of this planet come in many different shapes and sizes. Apart from the gun emplacements there are aggressive ground-based and floating droids (such as this one) to contend with. There's also a friendly droid called Chatter who's motivated by Coronium crystals and answers your beck and call by means of two whistles – but you have to find them first. Getting caught in a firefight with a bad robot is not wise. Your best bet is to feed them grenades – just mind the robot in question doesn't throw it back! It just so happens that this droid holds a second, more powerful gun, which is only revealed on its demise. The most effective method of destroying this droid is to send a grenade through the teleporter (which corresponds with the one inside the ship seen below this battle). This is where the droid lives. By the time you arrive it should have been blown to kingdom come



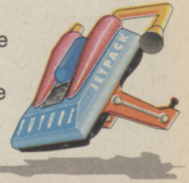
winds found around the planet. The suit is also capable of supporting handy equipment galore, including a jetpack booster, a protective shield of sorts and four types of gun, each with definable trajectories within a 180 degree forward-facing field (collected items are thrown in much the same way).

Every item has its own energy supply, boosted by collecting power packs. Even if there are none in sight, all is not lost... If, say, the jetpack needs energy and one of the guns has plenty, you can always transfer it. As well as having four pockets for the storage of any items small or light enough to fit, the suit also has a personal teleportation system. By flicking a switch your co-ordinates are remembered – up to four positions are, in fact. Now when the mood takes you, you can teleport to the last registered position. This feature actually has more use than is at first apparent, as you will see.



A pass lies at the bottom of this short shaft. Trouble is, there's a wasp's nest at the top, and its inhabitants are not in the least bit friendly. Put a stop to their incessant buzzing by shooting them – or better still, roasting them with a flame. The wasps are one of a few species of creature on this planet which can actually be picked up. Frogs are another, though their use is greater. They hang about by a pool below this locale and were the reason you now carry the torch. You see, the monkey-like imps in this cave like frogs. (In fact they like any object they can either eat or stuff in their pouches, so don't hold anything valuable while in their presence.) The frogs can be traded for any objects the imps happen to hold

Although *Exile* isn't perfect, it's the most gripping game I have played in years – since *The Sentinel* in fact – and it's intrinsically the most exciting concept I have ever seen ever. I'd love to see more of the same, perhaps with a tighter design, which would show off the system in a more obvious light. The possibilities are endless. The physical and chemical reactions which are part and parcel of this system could even be used to exceptional effect in education. The user would learn through having fun, which is the best way to take on board information. You could alter the variables such as gravitational pull and introducing different sized objects and masses and viscosities of fluid and chemical compositions and see what happens. Just imagine: you'd have, say, an object or better still a creature composed of potassium. You'd pick it up and take it to a pool of water. Mmm, what would happen if we dropped our load, so to speak, in this fluid? FZZZZZZZZZZ! A memorable reaction, not only because the creature's frothing around like – well, Potassium in water – but also because it was the user's own doing. So it's not perhaps the best example in the world, but it serves to illustrate the potential.



Exile represents the future of arcade adventures, it's as simple as that.

GARY

Game	**Exile**
Publisher	**Audiogenic**
Cassette	**£11.99**
Disk	**£15.99**

POWER RATING

THE DOWNERS...

- Rare minor scenario flaws...

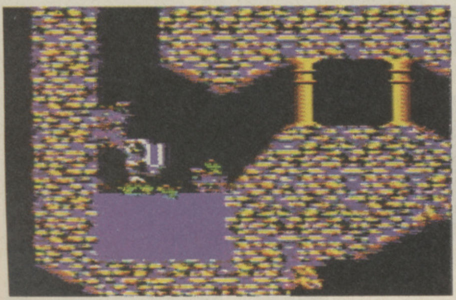
100

97%

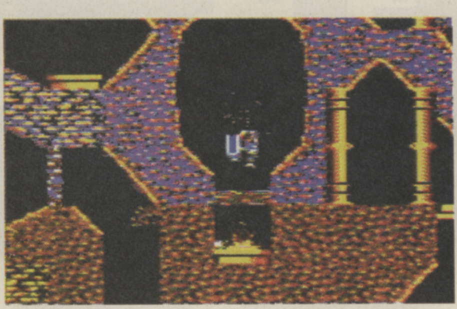
- **But the RAM save smooths over these rough edges**
- **The atmosphere is often second to none, partly due to the believable physics but also because...**
- **Small particles for explosions, splashes, flames, jetpack emissions et al**
- **Every creature and event has its own sound**
- **A huge map with many surprises and puzzles**
- **A liberal sprinkling of blasting action...**
- **Plenty of scope for experimentation without even tackling the task in hand...**
- **And all in a single load!**

...AND THE UPPERS

0

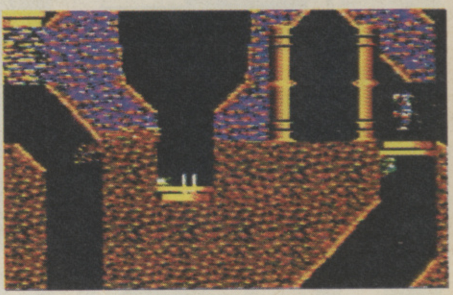


With the flask filled with water from the pool inhabited by the frogs, it's time to take it to the fire. Note that you can stand on the frogs and float on the water. This is also true of objects of equally small mass, as everything in *Exile* behaves 'properly'. To explore the deeper pools you need a heavy weight to help you sink



It takes practise to fly around with a flask full of water and not spill a drop. Anyway, here we are at the door covering the fire. But why?

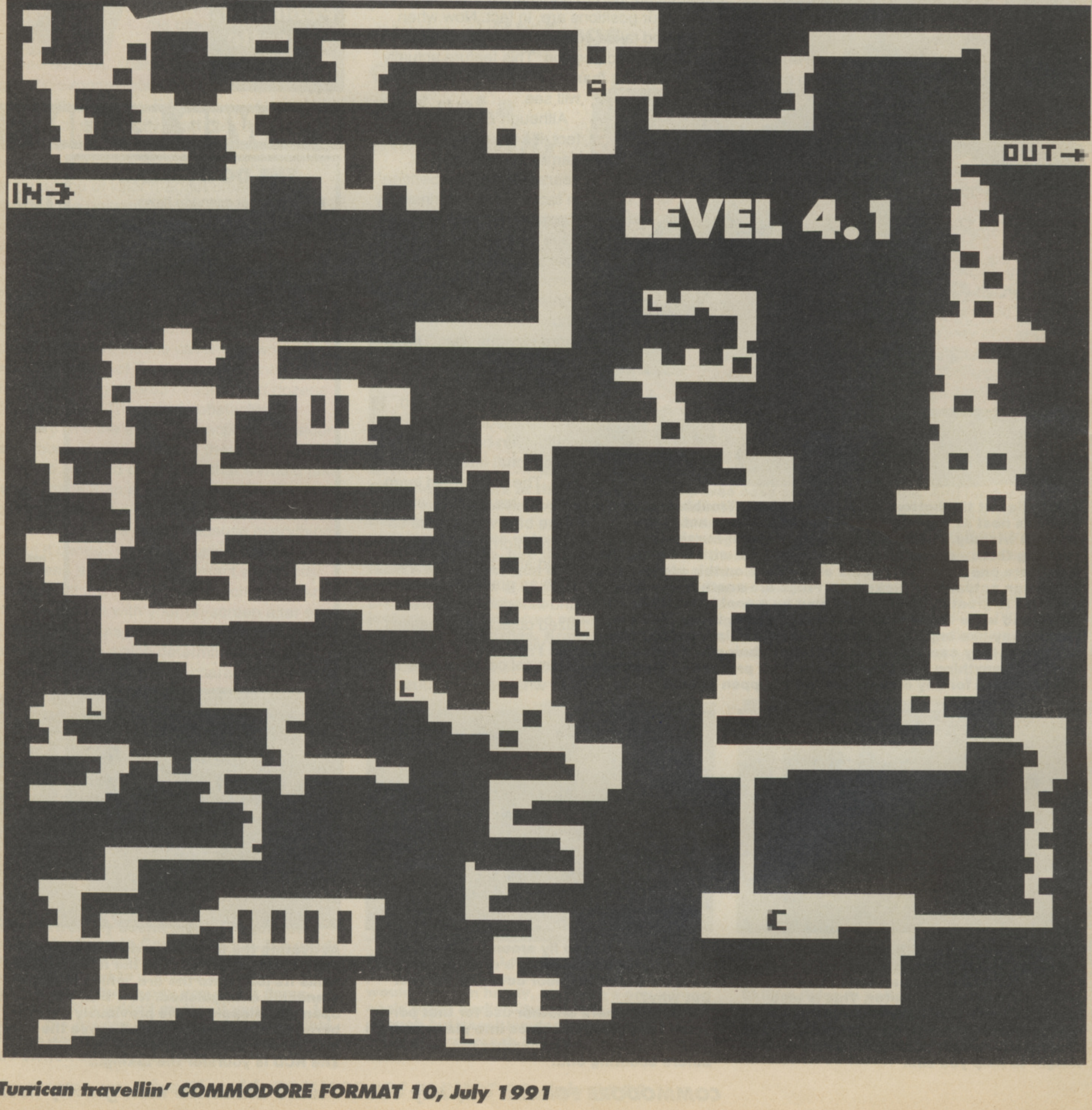
Here's where another use for that personal teleportation comes into play – so let's place the flask and remember our position before scooting off...

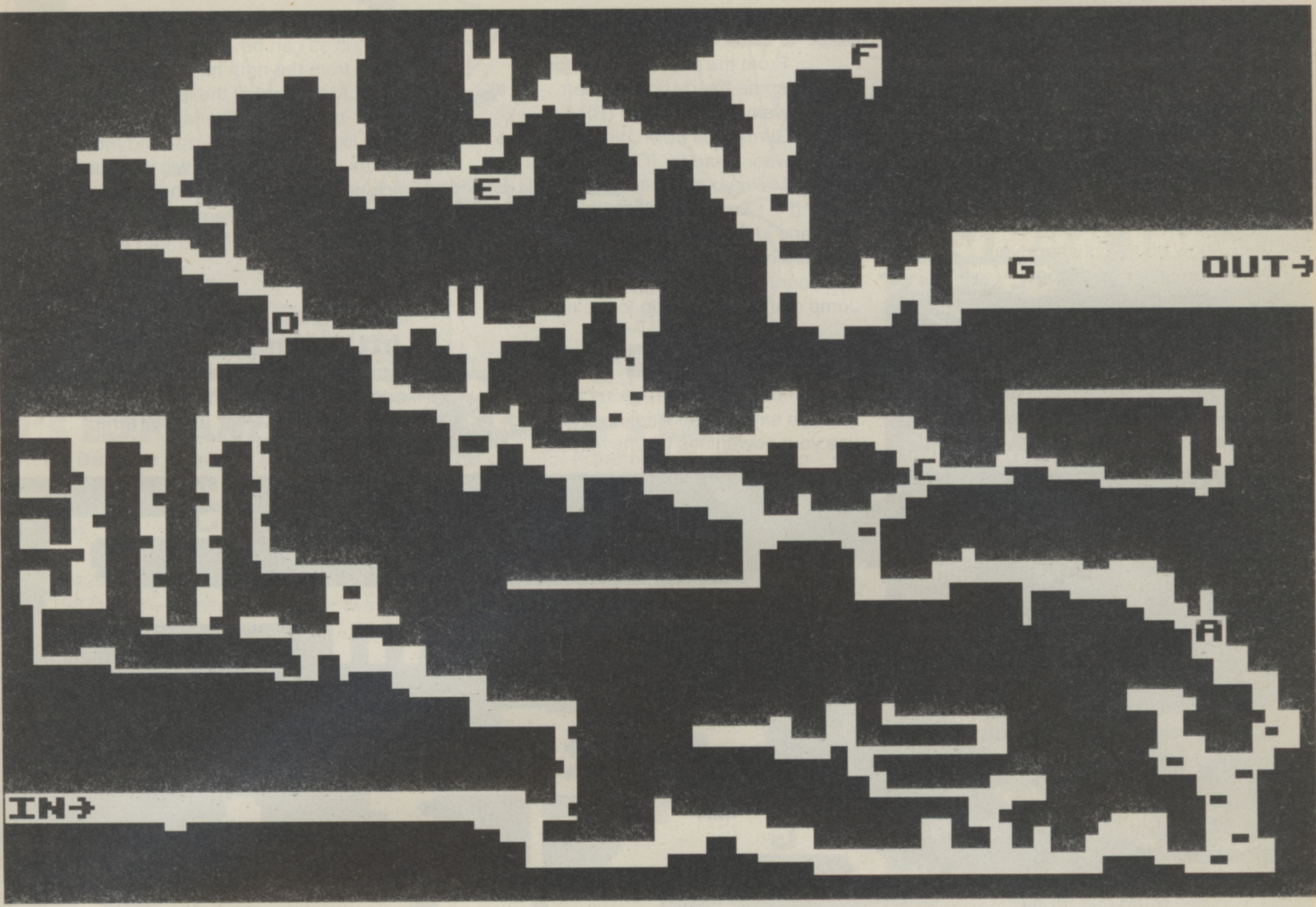


Activating the invisible switch opens the door again, only this time the flask falls and spills its load onto the fire, which is understandably extinguished. Now that the door's open we teleport to the previously remembered position, which is just above the door, and, more importantly, below the switch. The RCD is yoursfor the taking...

Andy Dyer's

GAME BUSTERS


IN→
OUT→
A
LEVEL 4.1
L
L
L
L
L
C

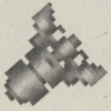


LEVEL 4.2

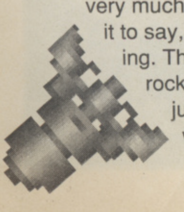
TURRICAN 2

HOW TO COMPLETE IT (PART TWO)

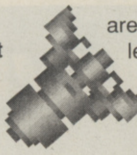
Before you plunge straight into the final part of our *Turrican 2* solution, you ought to know something. We haven't provided maps for levels 3.1, 3.2, 3.3 and 5.2. This isn't skimping on our part. As you read through the solution you'll see that maps for these levels simply aren't needed. You can proceed in the knowledge that we haven't blown it. And welcome to GameBusters!



LEVEL 3.1

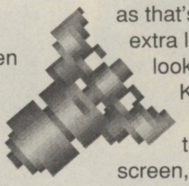


Yeah, a fast shoot 'em up section, very much in the *Denaris* mould. Suffice it to say, keep your trigger finger moving. The gun emplacements and rockets pose no real danger, so just concentrate on the attack waves. Most of the extra lives are at the bottom of the screen. The end of level beast is a one-eyed green thing, which spits out eyeballs – yuk!



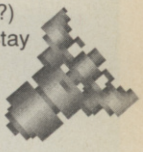
LEVEL 3.2

A uniquely different level, as the screen scrolls in every direction! A fully upgraded laser would help at this point. Simply stay in the middle of the screen and follow the scroll direction. Oh and don't go after any extra lives, you'll lose a life trying to get one. When the landscape levels out, the motherships appear. They both fire 8 laser barrages, then fire rapidly for 4 or 5 seconds. The latter one is as tough as you could ask for.



LEVEL 3.3

Hyperdrive! This level is *fast* and demands lightning reflexes (I wonder if they based it on the awesome coin-op *Airbusters*?) so warm up your trigger finger. Stay in the centre of the screen, but when it splits, go to the bottom, as that's where most of the extra lives are. Don't forget to look for the mega bonus which says Katakis Lives!... Nice one Manfred.



The mean mothership at the climax of the level rotates predictably around the screen, then splits open – dish out damage now. It separates into two parts so dispose of the top one first.

LEVEL 4.1

From the start I recommend that you head for (A) and blast through the blocks to arrive quickly at the exit. You can go off and explore the labyrinth if you wish but you will probably lose more lives than it's worth. However, I've marked all of the extra lives available (L). At

Which way when in COMMODORE FORMAT 10, July 1991

(C) you will come face to face with a huge winged serpent creature. Don't worry – it's easily disposed of.

LEVEL 4.2

A potential nightmare! Work your way to (A) and collect the extra life. Then head to (C) and go along the hidden passage (to the right) for 4 more lives. Now go to (D) where you can either gyroscope down the tunnel or nip up to (E) for yet another extra life, and then to (F) for another two. (G) has a surprise in store, namely 4 *huge* walkers. You can jump over them or use a powerline or two.

LEVEL 5.1

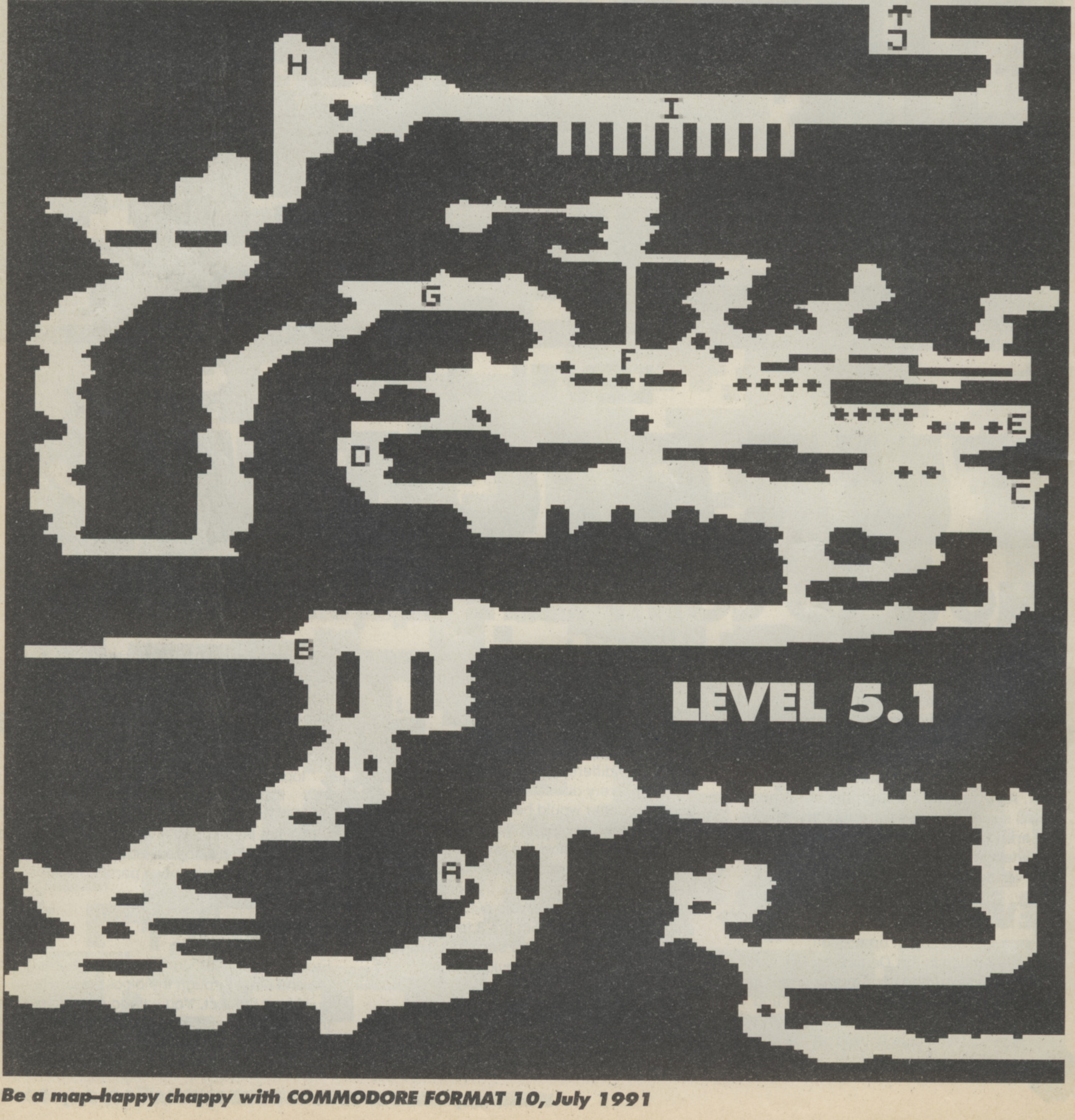
From the start go to (A) for some handy bonus, then weave your way to (B). Gyroscope down the tunnel here for 3 lives. Head for (C) for another life. Make your way to (G) via (D), (E) and (F). Climb carefully to (H) for two more lives and jump across the pillars at (I). Two lives are hidden here. If you get stuck at (J), use your lightning to reveal the hidden block. Jump on it then jump up to the next part.

LEVEL 5.2

Another nifty shoot 'em up section. All I can say is keep blasting and use your powerlines whenever possible. A couple of extra lives can be collected from the right hand side of the screen. At the end of the level you are 'mono e mono' with The Machine. (Da daaa!) Blast like crazy at his vizor and move when he moves. After a while he will disappear in a cloud of colourful combustions. Sit back, watch the terrific end sequence and roll on *Turrican 3*.

So much to do, so little time...

Action Replay owners who are having a constant row with the time limit might like to try this POKE for infinite time:
POKE 3060,173



Be a map-happy chappy with COMMODORE FORMAT 10, July 1991

SAMARITAN'S CORNER

CJ'S ELEPHANT ANTICS

If **Stevie Burgess** hasn't got an Action Replay cartridge or reset switch he'd better get one quick or these POKEs he asked for won't work.

POKE18429,181 – infinite lives player one
POKE19871,189 – infinite lives player two
SYS6144 to restart the game

Alternatively, when the title screen appears, type this backwards: SELOHESRAYRIAH. The border will then change colour and both players should have infinite lives.

STORMLORD

Okay **P Salter** of **Worthing**, here's an Action Replay POKE for ya. POKE 23858,173 for infinite lives.

RAINBOW ISLANDS

Several people have asked for a *Rainbow Islands* cheat so those of you who can reset your machine try this.
POKE28435,189 – for infinite lives
Then type SYS2061 to restart the game.

RICK DANGEROUS

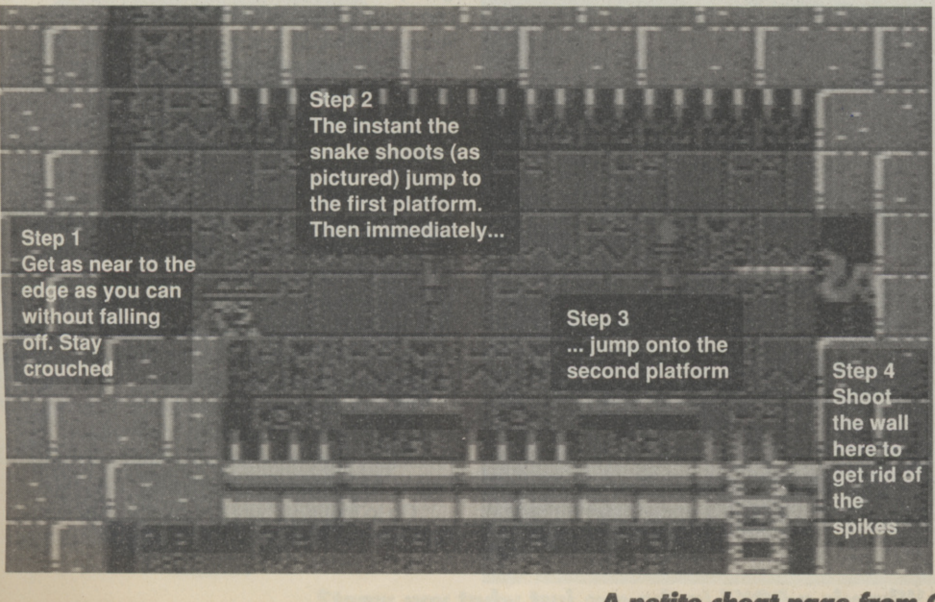
Lee Mattocks and James Boyle should find this of use. They sent me a little drawing of the bit in *Rick D* they were stuck on, which I think is a spiffy idea. More of you should do the same as it makes my job of tipping a whole lot easier (*workshy fop – Ed*).

DRAGON'S LAIR

This one's for **P Salter** of **Worthing** who can't quite cope with the falling disk bit.

As soon as the Genie starts blowing at you, push towards it and at the same time waggle the joystick left and right. When the disk stops, jump off. The rest of the game is equally tricky so the following listing gives you infinite lives.

```
10 I=49152
20 READ A : IF A=256 THEN 30
25 T=T+A : POKEI,A : I=I+1 : GOTO 20
30 IF T=8477 THEN PRINT "INSERT CASSETTE AND..." : SYS49152
40 PRINT "DATA ERROR"
100 DATA 169, 1, 168, 170, 32, 186, 255, 169
110 DATA 0, 32, 189, 255, 32, 213, 255, 162
120 DATA 25, 189, 40, 192, 157, 96, 1, 202
130 DATA 16, 247, 162, 6, 189, 66, 192, 157
140 DATA 156, 8, 202, 16, 247, 76, 32, 8
150 DATA 120, 162, 2, 189, 119, 1, 157, 245
160 DATA 69, 202, 16, 247, 76, 1, 68, 169
170 DATA 165, 141, 229, 15, 76, 0, 12, 76
180 DATA 111, 1, 165, 10, 240, 250, 76, 96
190 DATA 1, 256
```



Step 1
Get as near to the edge as you can without falling off. Stay crouched

Step 2
The instant the snake shoots (as pictured) jump to the first platform. Then immediately...

Step 3
... jump onto the second platform

Step 4
Shoot the wall here to get rid of the spikes

BATMAN THE CAPED CRUSADER

Jason Martin of Newcastle need look no further than here for the solution to The Joker Plot.

Start by finding the lightbulb. Use it in the darkroom to find the flashlight and gas mask. Use the mask before entering the sewers, and use the flashlight in the darker areas. Find the false teeth – you can now eat food for extra health. Find the shades for later use, then go to the fairground to find the money. Use the money in the fruit machine room and keep gambling until you get a Joker card. Go to the hall of mirrors, find the camera and use it. Find the impassable door then use the Joker card to get through it. Go back down into the sewers, find the cutters and defuse all ten explosives... or else! Go back to the fairground, find the Joker and kick his face in. He will drop a rope – pick it up. Go to the roller coaster, climb up the pole and get the hammer and nails. Now find the dagger. Then go to Robin and use the rope to free him. Use the hammer and nails to stop the moving doors. Hooray!

PETER WHO?

A twelve year old lad called Peter has written to me. I don't know his surname because his signature was an appalling scrawl but he asked for some tips on *Mercenary* and *Dan Dare* so here goes.

Dan Dare

Use the reed as a snorkel to find the crowbar. Use the crowbar to open the locked hatch. Tie vines together to reach inaccessible places.

Throw the fruit down the narrow gap – Stripey will go after it and return with the torch. Kill the Treens to gain valuable pass cards. Use pass cards to free your chums

Mercenary

Use the antenna with the radio in the communications room. Use the photon emitter in dark places. Use the power-amp to increase the speed of your craft. Use the Novadrive to start the intergalactic ship.

Use the Antigrav to pick up heavy objects. Use the kitchen sink to pick up anything. Use the anti-time bomb to reassemble destroyed buildings. Destroy ALL mechanoid buildings for a HUGE reward.

Blimey! Stand-alone POKEs

He's a lad that Stephen Corry isn't he? He's sent us these bloomin' marvellous POKE listings that don't require any cartridges or switches or nowt to run them. All you do (as if you didn't know already) is type them in, save them to cassette or disk (in case you've made a mistake...) Then what? Oh yes then you run the one you want to use, and load in the game as normal. I might send young Corry a little something for his trouble. Then again, I might not. He'll just have to savage the postie every day in the vain hope that I've been generous. (*Don't worry Stephen, I will see to it myself that you get something – Ed*)

RAINBOW ISLANDS

This one gives you infinite lives and if you're as bad at this game as I am you'll need all the help you can get.

```
1 REM RAINBOW ISLANDS CASSETTE CHEAT
4 CLR : FOR A=271 TO 299 : READ B : POKE A,B : C=C+B :
NEXT
5 IF C=3211 THEN POKE157,128 : SYS271
6 PRINT "DATA ERROR"
7 DATA 32, 86, 245, 169, 169, 141, 87, 3, 169, 189, 141, 88, 3, 169,
141, 141
8 DATA 89, 3, 169, 132, 141, 90, 3, 169, 111, 141, 91, 3, 96
```

NEW ZEALAND STORY

Would you credit it? This one gives infinite lives as well.

```
1 REM ZEALAND CASSETTE CHEAT
4 CLR : FOR A=271 TO 299 : READ B : POKEA,B : C=C+B :
NEXT
5 IF C=3107 THEN POKE157,128 : SYS271
6 PRINT "DATA ERROR"
7 DATA 32, 86, 245, 169, 169, 141, 87, 3, 169, 173, 141, 88, 3,
169, 141, 141
8 DATA 89, 3, 169, 143, 141, 90, 3, 169, 12, 141, 91, 3, 96
```

BATMAN THE MOVIE

Ditto again. This provides infinite lives for this spanking little fim licence game.

```
1 REM BATMAN CASSETTE CHEAT
4 CLR : FOR A=271 TO 299 : READ B : POKE A,B : C=C+B :
NEXT
5 IF C=2973 THEN POKE157,128 : SYS271
6 PRINT "DATA ERROR"
7 DATA 32, 86, 245, 169, 169, 141, 87, 3, 169, 173, 141, 88, 3, 169,
141, 141
8 DATA 89, 3, 169, 2, 141, 90, 3, 169, 19, 141, 91, 3, 96
```

CHILLER

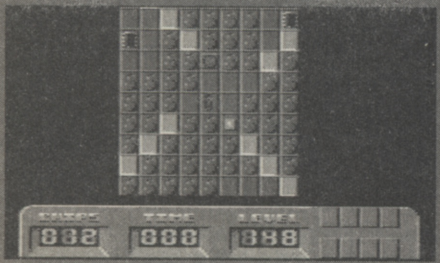
Infinite energy this time folks.

```
1 REM CHILLER CASSETTE CHEAT
3 CLR : FOR A=271 TO 298 : READ B : POKE A,B : C=C+B :
NEXT
4 IF C=3706 THEN POKE157,128 : SYS271
5 PRINT "DATA ERROR"
6 DATA 32, 86, 245, 169, 121, 141, 218, 3, 169, 123, 141, 219
7 DATA 3, 169, 88, 141, 220, 3, 96, 169, 173, 141, 173, 89
8 DATA 238, 32, 208, 96
```

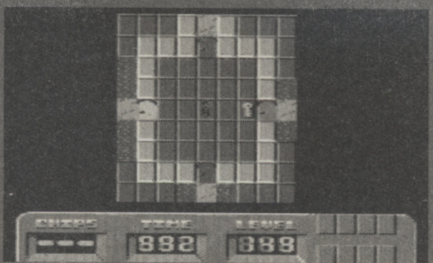
Chip's Challenge

This is it! The end. The very final part of our *Chip's Challenge* codes.

101 RPIR
102 VDDU
103 PTAC
104 KWNL
105 YNEG
106 NXYB
107 ECRE
108 LIOC
109 KZQR
110 XBAO
111 KRQJ
112 NJLA
113 PTAS
114 JWNL
115 EGRW
116 HXMF
117 FPZT
118 OSCW
119 PHTY
120 FLXP
121 BPYS
122 SJUM
123 YKZE
124 TASX
125 MYRT
126 QRLD
127 JMWZ
128 FTLA
129 HEAN
130 XHIZ
131 FIRD
132 ZYFA
133 TIGG
134 XPPH
135 LYWO
136 LUZL
137 HPPX
138 LUJT
139 VLHH
140 SJUK
141 MCJE
142 UCRY
143 OKOR
144 GVXQ
145 SECRET
146 JHEN
147 COZA
148 RGSK
149 DIGW



This is the penultimate level. We won't show you the last one though, it'd spoil it



What the hell, here it is. Courtesy of *CF* – the mag that likes to get on your... (snip)

Iron Lord

The complete solution

A hearty, monstrous, heaving, seething, warm, gooey thank you to **Stewart Salmon** for this complete solution to UBI soft's *Iron Lord*. Apparently it took him months to complete it and now you can do it in a matter of hours. Makes ya sick, don't it?

Go to the first village and enter the archery contest. Make sure you practise as you have to win all three stages. On the first stage you must score over 500, on the second over 600 is needed and over 650 on the third and final stage. When you succeed you are awarded a gold trophy.

Leave the village and travel to the miller. Talk to him and he will tell you that the innkeeper at the second village is refusing to pay for some wheat he bought.

Now go to the monastery and talk to the chief monk. He will tell you that his fighting monks are sick and the only person who can help is the herbalist situated in the first village.

Go to thefirst village and find the herbalist. Give him the trophy in return for a herbal potion. Go to the second village. Talk to the shopkeeper and he will offer his help if you can find his pearl necklace. Next go to the inn and talk to the innkeeper. He refuses to hand over any money to a knight of no repute. (This is the guy who hasn't paid the miller remember?)

Travel to the city and enter the pub. Inside there is an arm wrestling contest going on. Enter it and win it twice. Go to the barmaid and ask her if she can help. As long as you have won the contest at least once she will tell you about a friend who can help you. She then gives you a pendant to give to her friend.

Make your way west across the city to find the barmaid's friend. Give the pendant to him and ask for his help. He will then tell you about an army captain whose life he once saved. If you give him a suit of armour he gives it to the army captain who then lets you borrow some of his men. Now ask the barmaid's friend about the pearl necklace whereupon he sells you one.

Go back to the monastery and give the chief monk the herbal potion. The fighting monks are cured and the head monk goes off to persuade the Knights Templar to help you.

PART TWO

Return to the innkeeper and ask him again to pay the miller. He says he will but only if you can get the monks to sell some of their special wine to him. Go to the shop keeper and give him the pearl necklace. Ask him if he has any suits of armour and he'll sell you one.

Go back to the monastery and ask the chief monk to sell the wine to the innkeeper. Go back to the city and talk to the barmaid's friend. Give him the armour then go back to the inn to tell the innkeeper about the wine. He pays the miller and asks his brother to help you.

Go to the castle, walk to the tower and declare war. Your army should be around 700 men strong, not as big as your uncle's army but they shouldn't pose too much of a threat.

Once you've defeated the enemy you will find yourself in a labyrinth. Search around for some arrow which point downwards. Then all you have to do is kill the creatures that fly above you. Ta Da!

Gimme!

Arrrrgh! I can't cope. What do you think is the hardest job in producing a magazine? Editor? No way. Sub–editor? Bah! Don't make me laugh. Even being a staff writer ain't too bad. No, the hardest single job is putting together the blasted Gamebusters pages each and every month.

Tell you what, why don't you make my job a whole lot easier by sending in loads of good quality cheats, maps, solutions and POKEs. You won't regret it.

Waaaaah! It's not fair!

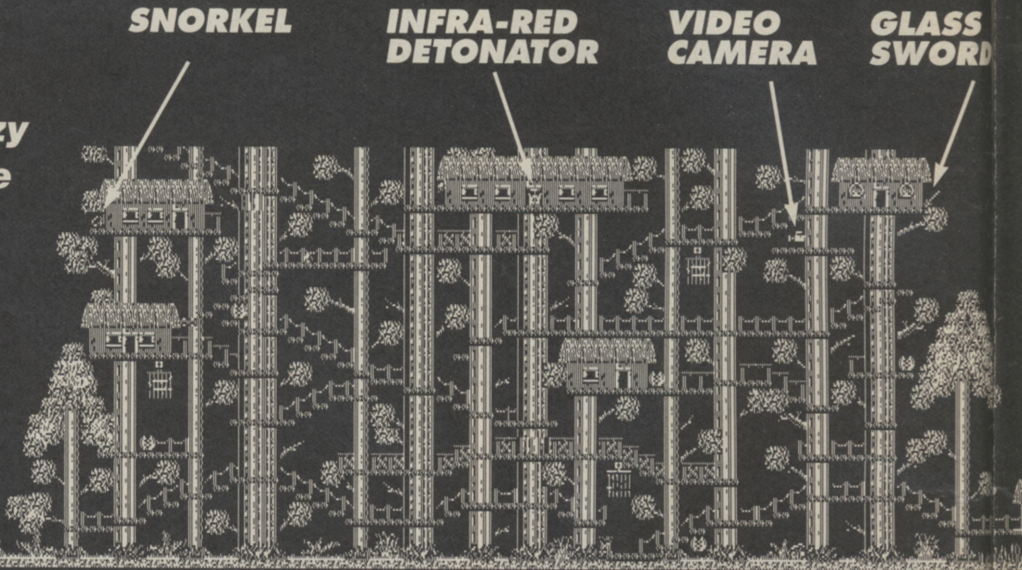
Stop your blubbing! Those of you with reset switches who immediately threw a wobbler when you realised our Action Replay POKEs booklet was no good to you can calm down. Here are a load of SYS numbers to go with some of the POKEs. We can't include all of them but we will endeavour to do as many as possible over the next few months. A big thank you to Mr G F Burns who submitted 'em.

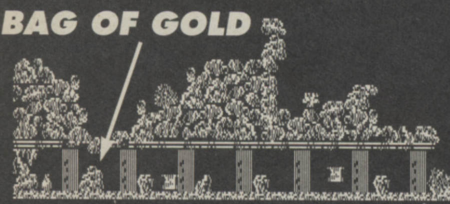
720'	SYS2128
ACTION BIKER	SYS13312
ALIENS	SYS38233
ATTACK OF THE MUTANT CAMELS	SYS4096
ARCADE CLASSICS	SYS31506
ARMY MOVES	SYS53244
BALL BLASTA	SYS2560
BATMAN THE MOVIE	SYS1624
BLASTEROIDS	SYS25856
BMX KIDZ	SYS8192
BMX SIMULATOR	SYS4096
BOMBJACK	SYS3101
BOMBJACK 2	SYS39712
BOMBO	SYS2117
BRAINSTORM	SYS7236 OR SYS16384
BREAKTHRU	SYS2560
BUBBLE BOBBLE	SYS58518
BUCK ROGERS	SYS32782
CAULDRON II	SYS32777
CAVELON	SYS11480
CHILLER	SYS50758
CHUCKIE EGG II	SYS18698
CHUBBY GRISTLE	SYS2994
COMMANDO	SYS2128
DELTA	SYS6000
DENARIUS	SYS6912
DRACONUS	SYS2058
DROPZONE	SYS1006
DRUID	SYS5120
ELIDON	SYS2304
EXELON	SYS2061
FANTASY WORLD DIZZY	SYS8192
FALCON PATOL 2	SYS16640
FORGOTTEN WORLDS	SYS13695
FROSTBYTE	SYS2825
GHOSTBUSTERS	SYS24576
GREAT GIANA SISTERS	SYS2098
HYPERCIRCUIT	SYS26624
I BALL	SYS16939
INDY'S LAST CRUSADE	SYS32092
INTO THE EAGLE'S NEST	SYS32784
JACKLE AND WILDE	SYS16384
JEEP COMMAND	SYS16384
KANE	SYS3072
KUNG FU MASTER	SYS32768
LICENCE TO KILL	SYS2056 OR SYS5346
LIGHTFORCE	SYS6713
LIVING DAYLIGHTS	SYS4352
MEGA APOCALYPSE	SYS22562
MONTY ON THE RUN	SYS2064
MUTANT MONTY	SYS22039
MUTANTS	SYS4096
NEMESIS	SYS5768
NEW ZEALAND STORY	SYS2306
OINK	SYS16384
OLLI AND LISSA	SYS7427
OUT RUN	SYS38045
PARALLAX	SYS0319
PHOBIA	SYS2172
PLATOON	SYS14063 OR SYS7402
POD	SYS26112
PRO SKATEBOARD SIM	SYS28416
RAID OVER MOSCOW	SYS2178

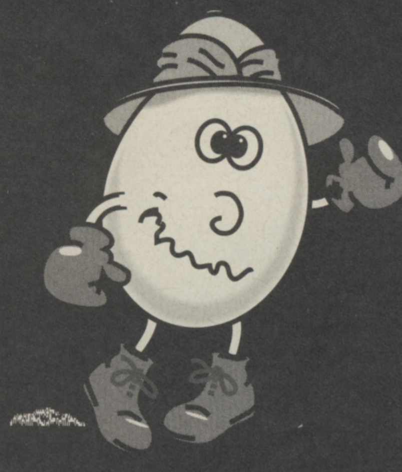
When it's in COMMODORE FORMAT 10, July 1991

FRAME BUSTERS

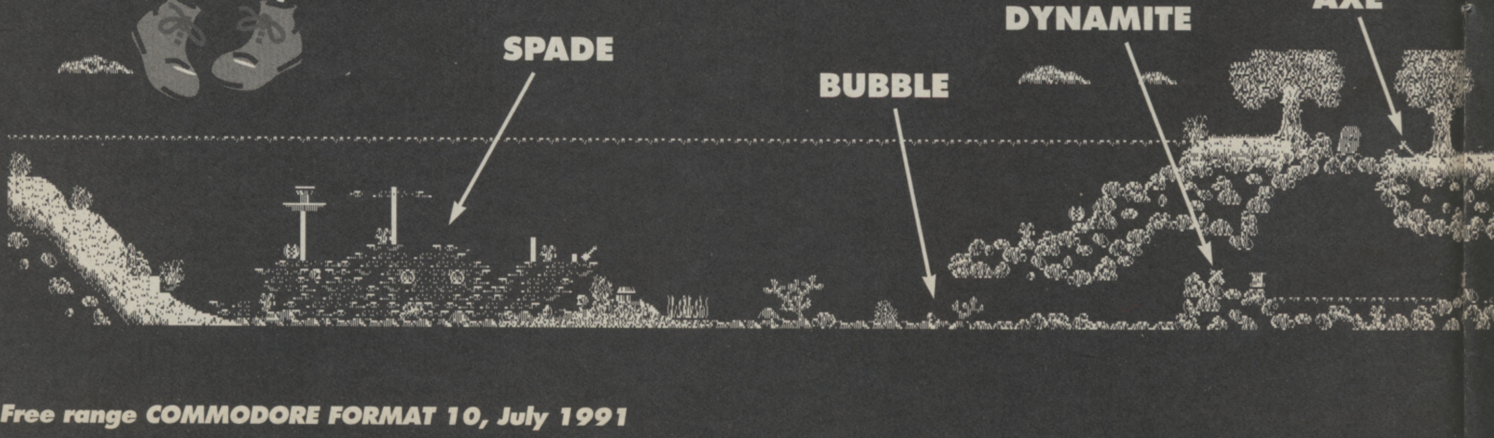
Welcome one and all to cheap cheats as Roger Frames brings you the solution to another Dizzy game and, if you flip the page, you'll find a gold mine of cheats for the latest budget games


SNORKEL
INFRA-RED DETONATOR
VIDEO CAMERA
GLASS SWORD





From the start: L, pick up the SOLID CHEST, drop it next to the rock face, U, L, L, L, L, jump up next to hut, L, L, L, L, U, U. Get SNORKEL, R, hit stone (secret switch), L, D, D, R, R, U, L, U+R, U, R. Get GLASS SWORD, L, D, R, U. Get VIDEO CAMERA, D, L, L, D+R, D, R, R, R, R, R, R, D, R, drop SWORD and CAMERA. Holding the Snorkel go R, D, R, R, get SPADE, L, L, U, L. Pick up SPADE, SWORD, and the SNORKEL (in that order). R, D, R, R, R, drop SPADE on bouncing rock, ride up on the bubble, R, U, R. Drop SWORD on the grave (don't drop down yet), R, R, R, R, R. Get the KEY, L, L, L, L, L. Drop down the grave, R, R, drop KEY on the 'trapdoor', D. Get MICROWAVE, U, L, L, L, get DYNAMITE, L, ride up on bubble, R, U, R, R, R, R. Give MICROWAVE to shopkeeper, collect the BOAT, R, R, drop boat


SPADE
BUBBLE
DYNAMITE
AXE

TREASURE ISLAND DIZZY

Here we go with our second Dizzy solution in a series of... well, loads. As long as the Codies keep producing 'em, we'll keep solving 'em. Be sure to come back next month for the FrameBusters guide to Magicland Dizzy, not to mention a heap of other budget stuff

in water (don't get on it). Drop the DYNAMITE here, L, L, L, get BIBLE, L, L, get AXE, L, D, L, L, L, L, U, L, L, U, L, L. Drop AXE in the *middle* of the bridge, fall D, R, get CURSED TREASURE, L, L, U, R, R, R, D, R, R, D, R, R, R.

Ride on bubble, R, U, R, R, R, R, give TREASURE to shopkeeper and collect the MOTOR, R, R, drop MOTOR on the BOAT, drop the BIBLE here and collect the DYNAMITE.

L, L, L, L, L, L, D, L, L, L, L, U, L, L, U, L, L, L, L, U+L, U+L, U+L, U+R, U. Get INFRA RED DETONATOR, D, L, R, D, L, L, L, L, drop DYNAMITE next to obstruction, drop DETONATOR behind the small pile of rocks. Get BAG OF GOLD, R, R, R, R, R, R, R, R, R, R, D, R, get VIDEO CAMERA, R, D, R, R, R, ride on the bubble, R, U, R, R, R, R.

Give GOLD and CAMERA to shopkeeper, collect PETROL and IGNITION KEY, R, R, drop PETROL and KEY on the BOAT. When it is moving, jump on it (when safe) and jump off at the harbour to complete the game! Well done... ish... For total freedom you must collect the 30 coins dotted around the island – some are shown on the map, but the rest are hidden! Best of luck!

Dizzy's Do's

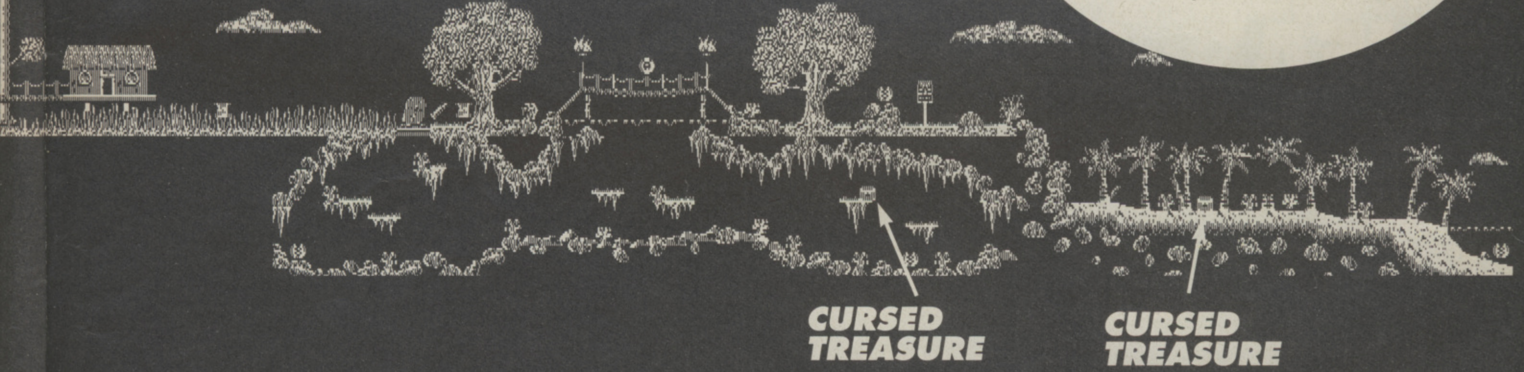
* Keep the SNORKEL at the bottom of your inventory whenever possible.

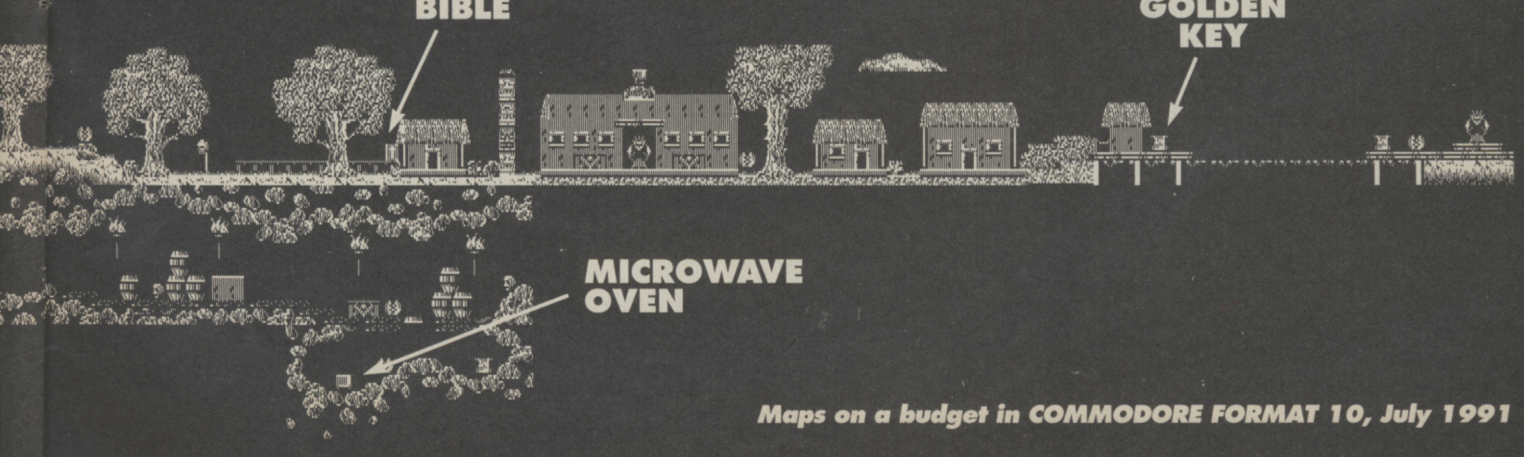
* Even though you only have one life, the game is easy – take it slow!

* DO NOT walk under cages – jump to safety instead.

* Once assembled, the boat will move back and forth between the island and the harbour, so don't rush to get on it as soon as it starts moving.

* The TOOTHPASTE is useless (unless Dizzy has halitosis)





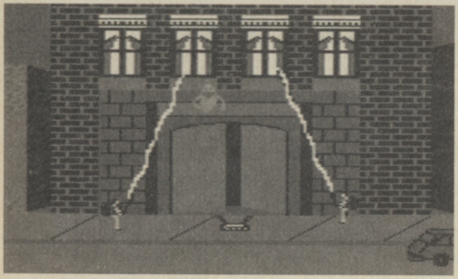
Maps on a budget in COMMODORE FORMAT 10, July 1991

The following full POKE listings are again from young **Mr Corry** of **Glasgow**. Type them in, check them, check them again, then save them to tape or disk for safety. Then all you need to do is run the one you want to use and load up the relevant game.

GHOSTBUSTERS

Who ya gonna call? *(Not Roger 'inept' Frames that's for sure – Ed.)* You don't think I'm useless do you readers? Speak up.

```
1 REM GHOSTBUSTERS CASSETTE CHEAT
3 CLR : FOR A=271 TO 301 : READ B :
POKEA,B : C=C+B : NEXT
4 IF C=3511 THEN POKE157,128 :
SYS271
5 PRINT "DATA ERROR"
6 DATA 32, 86, 245, 169, 32, 162, 1,
160, 34, 141, 150, 4, 140, 151,
4, 142
7 DATA 152, 4, 96, 169, 169, 141,
94, 112, 141, 116, 90, 238, 32, 208,
96
```



Don't cross the streams. Here's a classic moment from a classic game. And now you can play it with infinite lives

OPERATION WOLF

On budget this game's an absolute giveaway. If you haven't got it, go and buy it quick. Then you can take advantage of this glorious listing. It gives you infinite bombs and bullets.

```
1 REM OP WOLF CASSETTE CHEAT
3 CLR : FOR A=271 TO 295 : READ B :
POKE A,B : C=C+B : NEXT
4 IF C=3060 THEN POKE157,128: SYS271
5 PRINT "DATA ERROR"
6 DATA 32, 86, 245, 162, 0, 189, 32,
1, 157, 84, 3, 232
7 DATA 224, 8, 208, 245, 96, 169,
165, 141, 31, 137, 141, 136, 136
```

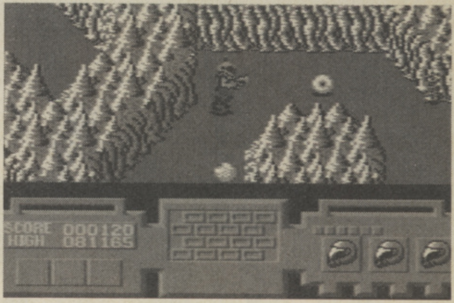
FALCON PATROL 2

This one gives you infinite lives. And bullets I'll dare say. Come to think of it, it probably gives you infinite fuel too!

```
1 REM FALCON CASSETTE CHEAT
3 CLR : FOR A=271 TO 298 : READ B :
POKE A,B : C=C+B : NEXT
4 IF C=2785 THEN POKE157,128 :SYS271
5 PRINT "DATA ERROR"
6 DATA 32, 86, 245, 169, 29, 141,
16, 4, 169, 1, 141, 17
7 DATA 4, 96, 169, 165, 141, 10,
121, 141, 226, 125, 141, 96
8 DATA 112, 76, 0, 112
```

GUTZ

This little beauty was featured on our cover cassette way back in issue 3. It was free so it's about as budgety as you can get.



If this game has been annoying you since we gave it away in issue three, this POKE for infinite lives is just what you're after

```
1 REM GUTZ CASSETTE CHEAT
3 CLR : FOR A=271 TO 295 : READ B :
POKEA,B : C=C+B : NEXT
4 IF C=3389 THEN POKE157,128 :
SYS271
5 PRINT "DATA ERROR"
6 DATA 32, 86, 245, 162, 0, 189, 32,
1, 157, 84, 3, 232
7 DATA 224, 8, 208, 245, 96, 169,
165, 141, 244, 188, 238, 32, 208
```

RSVP

Roger needs you. Yes, without you dear readers my tips section would be as dull as dishwater. Send all of your tippy–type stuff to me at:

Framebusters,
***Commodore Format*,**
30 Monmouth Street,
Bath BA1 2BW

CHEAP, CHEERFUL... AND OLD

Philippe Dumont from Belgium has sent a lorry load of POKEs for old budget titles. If you have an Action Replay or Reset cartridge give 'em a go.

AGENT X 2
Part 1
POKE 43803,173 – infinite energy

Part 2
POKE45020,165 – infinite lives

Part 3
POKE 38206,0 – infinite energy
Type SYS49152 to restart any part

DICKY'S DIAMOND
POKE 3738,173 – infinite lives
SYS2053 to restart

DRACONUS
POKE10935,173
POKE10950,173—infinite lives

POKE 5426,173
POKE 5429,173—infinite flames

Then enter the following to restart the game

POKE2049,76
POKE2050,10
POKE2051,8
SYS15360

EXCALIBA
POKE 26583,165
POKE 26614,165—infinite lives player 1

POKE 26595,165
POKE 26623,165—infinite lives player 2

POKE 25559, (1-8)—number of pieces needed
Then enter SYS 7105 to restart

FORCE ONE
POKE 5284,173—infinite lives
POKE 5269,169
POKE 5270,0
POKE 5271,234—Switches off collision detection
Then SYS2063 to restart

HOPPER COPPER
POKE 50902,173 – infinite lives
POKE 46119,173 – infinite time
Then SYS16368 to restart

HUMAN RACE
POKE 5023,165 – infinite lives
Then SYS3700 to restart

KANE
POKE6639,0 – infinite arrows

POKE 10696,169
POKE 10697,0
POKE 10698,234 – switch off collision

POKE 10437,0 – infinite time
POKE 14000,0 – infinite bullets

POKE 11381,169
POKE 11382,0 – for a short train
Then type SYS3072 to restart

LAZER FORCE
POKE 31611,165 – infinite lives
POKE 11783,173 – infinite bombs
POKE 29378,0 – auto fire
POKE 37969,174
POKE 37973,96 – invincibility
Then SYS28672 to restart

RADIUS
Type "MEANTEAM" on the high score table to play with mega–lives

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PYTHON 3 - QS 135
Precision performance for Sega GENESIS 16-bit video game systems.

APACHE - QS 131
Fast action and BioGrip for maximum control. Compatible with Atari and Commodore game systems.

MAVERICK - QS 128F
8-direction, arcade-type control stick with two player select switch. Compatible with most video game systems.*

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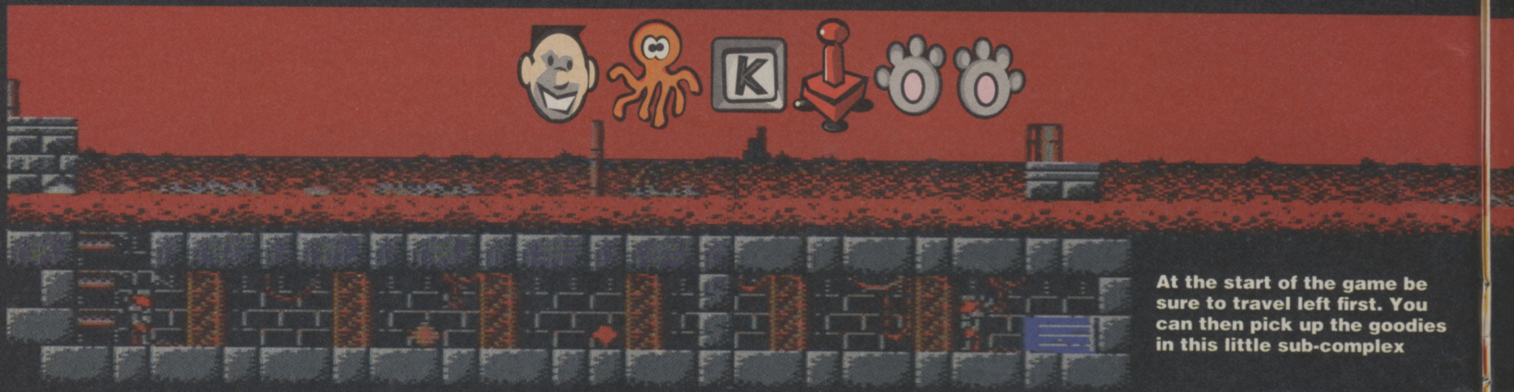


At the start of the game be sure to travel left first. You can then pick up the goodies in this little sub-complex

SWITCH BLA

Just how sharp is the latest release from the Sheffield software house? Our reviewer takes a close look under the manhole cover and he's quite blunt about what he finds

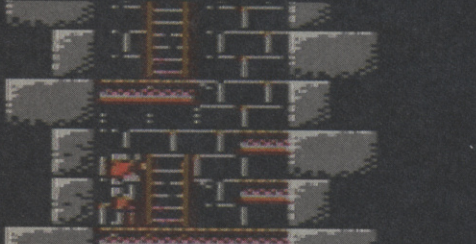
The hero in *Switchblade* has a bionic cyber arm complete with detachable kitchen utensils. *Aaaand*, to keep it working he must have to grease it, right? Hence the phrase 'elbow grease'. Oh please yourselves...

Your character's name is Hiro, and you are one of a team of bionic Bladeknights. You and your cyborg chums look after the people of the Undercity, so called because it's underground, down below and generally beneath the rest of the World. Tragically, an evil chappy called Havok has come along with a load of dubious thugs and killed all the Bladeknights and most of the Undercity citizens as well, just 'cos they were in the way, really. They have also shattered the Fireblade, the source of the Bladeknights' power. Your mission, should you choose to accept it, is retrieve the sixteen fragments of the Fireblade to restore your power. Oh yes, and if you do that you can kill Havok too, if you have the time. Not as easy as it sounds (and it doesn't even sound easy).

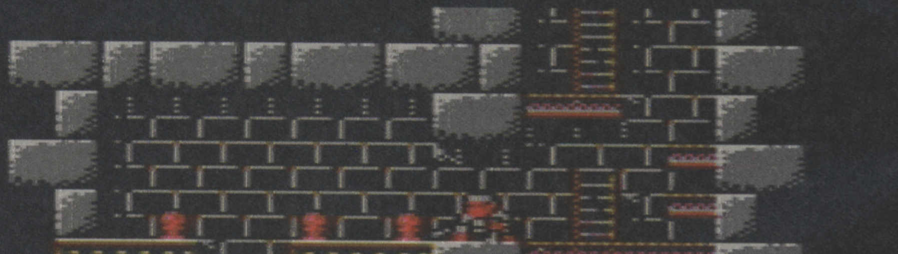
Visually, the game is reminiscent of *Rick Dangerous* (and so it should be with the same team behind it), and like *RD* 1 and 2 the play area is shown as a side view cutaway of the various rooms and passageways. The gameplay is very different though, leaning more towards a beat 'em up style, rather than the puzzle-intensive *RD* format.

A nice feature of the screen display is that each section of the city is invisible until you enter it, so you never know what's around the next bend, just like in real life. But once you've accessed an area it remains visible throughout the rest of the game, or at least each time you re-enter it. It's like having a memory of where you've been. (*Not that we know what having a memory is like in the* CF *office – Ed.*)

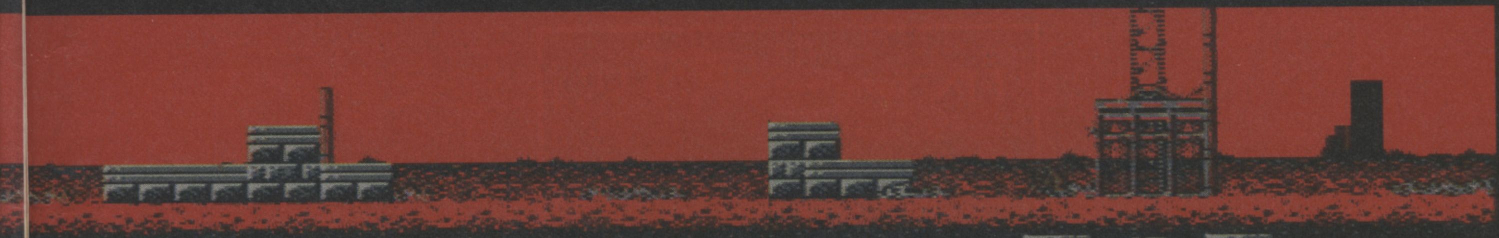
Controlling your knight is a bit difficult to start with. Moving left and right is easy enough but judging jumps is very tricky. This is because you seem to defy all laws of physics when in mid leap. The animation on the jump is a bit odd, but with practice it stops being a hindrance. Fighting is also an acquired skill. Pressing the fire button initiates one of a number of attack types. Whereas in many games the joystick would be used to select the move you want, in this game it is the length of time you keep the button pressed that dictates it. To help you a power bar is displayed to the bottom right of the screen. A quick press causes Hiro to perform a high punch. At the other end of the scale, a long button press accesses the crouching kick move which, incidentally,



This may look like a bit of a tedious, downward shaft to you but you couldn't be more wrong. Take a closer look at the blocks next to our hero, Hiro

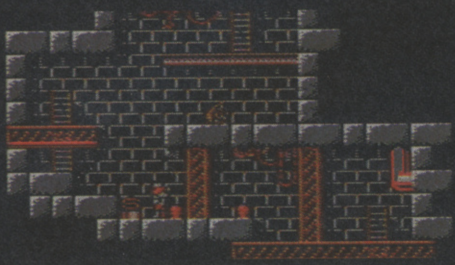


There you go! One low kick and a high punch and the blocks are destroyed. You can now search the secret room for all its lovely booty. Except in this case there is none. Note that to the bottom right of the room there are some more breakable blocks



Game	Switch Blade
Publisher	Gremlin
Cassette	£10.99
Disk	£15.99

ADE



Here's bonus letter. Only B, O, N and U left to collect. What does that spell for an extra 10,000 points?

is also the most powerful. There are many different moves, some of which come in handy during tricky but non-confrontational situations. More on that later.

Your enemies in the Undercity are almost as bizarre and varied as Art Ed 'Ollie' Alderton's trouser collection. There's the weeny Spikelice (one swift kick to the soft part should see him off), the Mansnakes (who are a little more powerful but still no real threat), and the Crest heads who are menacing mohican-haired fiends and more than a little persistent. But these are as nothing compared to the Giant Roborganism or, last but not least, Havok himself. In fact the latter two are so hideous they aren't even pictured in the game manual, so you'll have to wait until you encounter them to see what they're like. There are sixteen opponents in all, far too many to list individually here, and although you can despatch them with one quick move, their high concentration of attacks are likely to do you in, in the end.

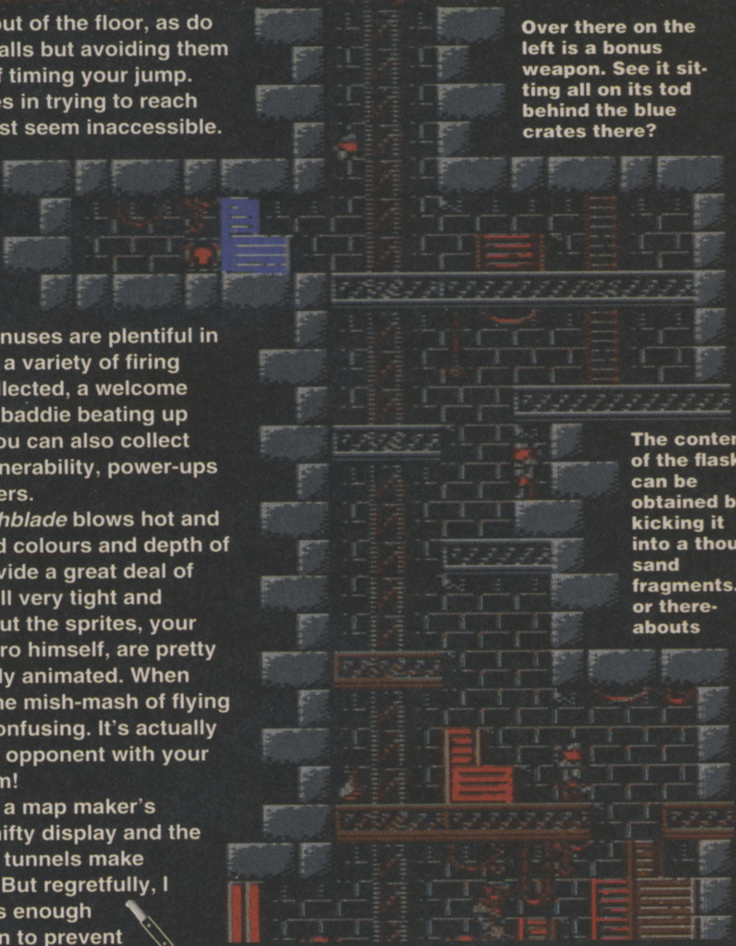
Flames come out of the floor, as do spikes and bladeballs but avoiding them is merely a case of timing your jump. The only puzzle lies in trying to reach places which at first seem inaccessible. Sometimes a wall is made up of breakable blocks: destroy them and maybe reveal a bonus as well.

Fortunately bonuses are plentiful in the game. There's a variety of firing weapons to be collected, a welcome break from all the baddie beating up you have to do. You can also collect extra speed, invulnerability, power-ups and vitality restorers.

Visually *Switchblade* blows hot and cold. The subdued colours and depth of the Undercity provide a great deal of atmosphere. It's all very tight and claustrophobic. But the sprites, your opponents and Hiro himself, are pretty average and poorly animated. When you're in a fight the mish-mash of flying limbs gets very confusing. It's actually possible to kill an opponent with your back turned to him!

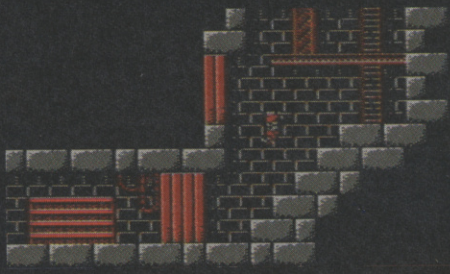
It is, however, a map maker's dream. Both the nifty display and the mini diversionary tunnels make exploration thrill. But regretfully, I don't think there's enough mental stimulation to prevent the onset boredom after several days play.

ANDY

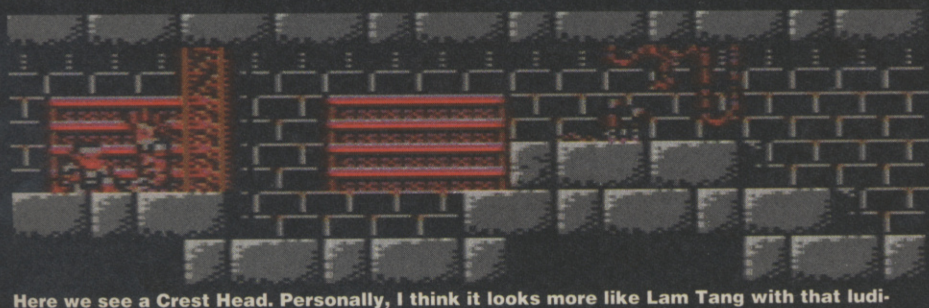


Over there on the left is a bonus weapon. See it sitting all on its tod behind the blue crates there?

The contents of the flask can be obtained by kicking it into a thousand fragments... or thereabouts



Jumping will do no good here. That passageway can only be entered if you travel a few screens left to find the back door



Here we see a Crest Head. Personally, I think it looks more like Lam Tang with that ludicrous haircut. Still, persevere with your footwork and he shouldn't stick around too long

POWER RATING

THE DOWNERS...

- Sprite animation is pretty poor
- The weird combat system takes a bit of getting used to
- Jumping is far too hit 'n' miss
- The gameplay lacks the variety that would keep your interest

100

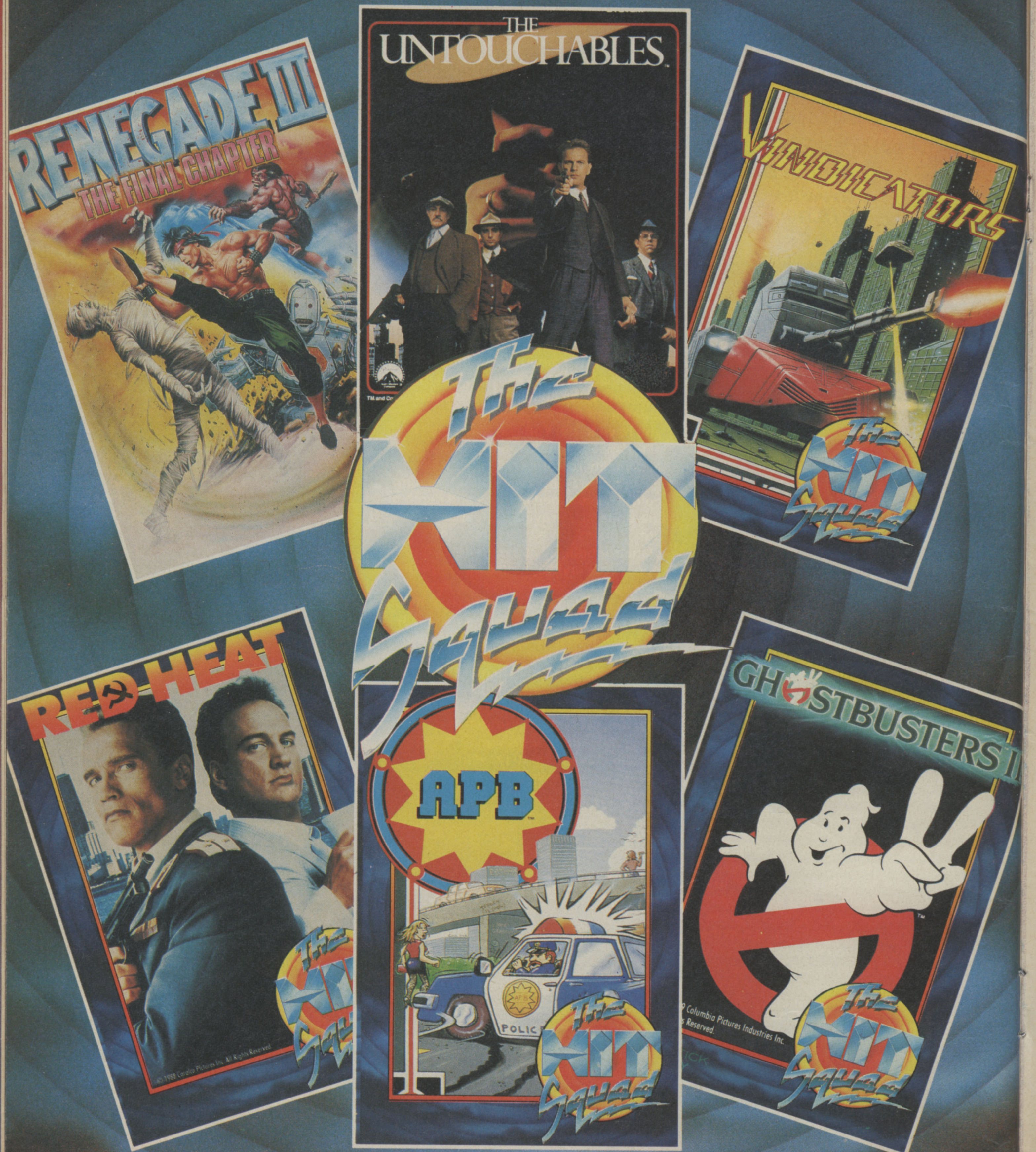
78%

- Fantastic atmosphere of claustrophobia generated by subdued background visuals
- Plenty of opponents to encounter at your peril
- Novel display method adds to atmosphere
- A wide choice different weapons to collect
- Further exploration encouraged by hidden bonuses
- Destructible blocks enhance path-finding element
- Friendly display features

0

...AND THE UPPERS

THE BEST IN QUALITY GAMES


RENEGADE III
THE FINAL CHAPTER
THE UNTOUCHABLES
VINDICATORS
The HIT Squad
RED HEAT
APB
POLIC
GHOSTBUSTERS II
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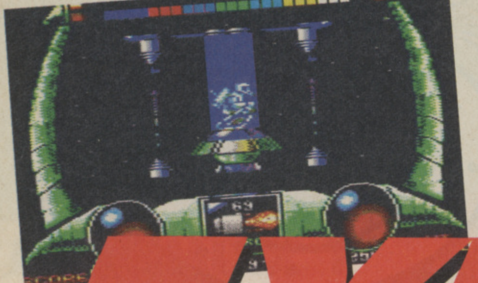
AT POCKET-MONEY PRICES!

ALL AVAILABLE FOR: **SPECTRUM · COMMODORE · AMSTRAD**

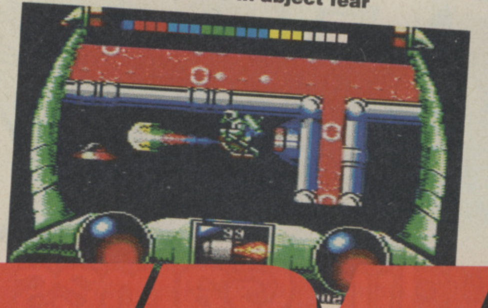
HIT NAMES ◆ HIT GAMES ◆ HIT SQUAD

THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

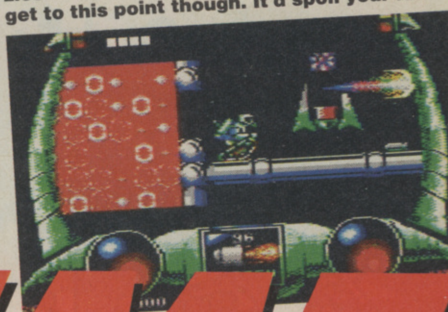
The weird and not-very-wonderful-at-all energy platform. It restores depleted energy and ammunition and should be used often



Horrors! Look at that giant and fearsome flying saucer thingy. Pass me a blindfold lest I should soil my pants in abject fear



This is our hero solving one of the few puzzles in the game. We won't tell you how to get to this point though. It'd spoil your fun



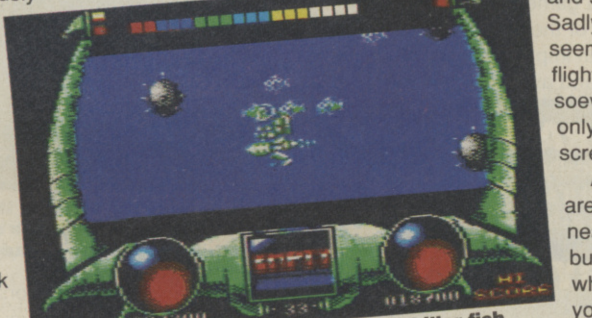
EXTREME

A little while back, a game appeared on the Spectrum which had outlandish but really rather excellent graphics. So imagine our joy when the 64 version plopped into our office. Now imagine our subsequent disappointment when we realised that it wasn't extreme at all.

It's not that the plot is a disaster. Okay, an alien vessel crash landing on earth with its self-destruct activated isn't exactly riveting stuff, but I've heard worse. So what is it? The real problem is that everything that merits note is contained solely in the first, very brief level. Beyond this the game becomes dull, annoying, ridiculously easy... not worth the bother.

Level one is a four way scrolling shoot 'em up with a puzzle element. The puzzle forms the only hint of challenge in the whole game. Work out level one and you have to all intents and purposes completed the lot.

You start the game on an energy platform. When your energy or laser ration runs low, you return here to replenish it. The joystick moves, left and right and activates your jetpack when you push up. The fire button sets off weapons, shields and turbo boosts. You toggle these options with the return key.



No, no, no. What I said was, 'If you're killer fish then *I'll* eat my hat.' Level two is very short and very tedious. Even the mines aren't hazardous

The total area in in which you play is small enough to begin with. But it's divided into even smaller sections which are only explorable after certain puzzles have been solved. Then there are additional shields and weapons to collect as your reward. The extra shields are useful – nay – vital to completing the level. Weapons though, like the yo-yo, are purely cosmetic and better left alone.

> **Work out level one and... you've completed the lot**

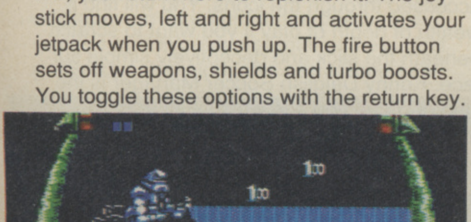
Opponents take the form of bug-like creatures, a flying saucer and some fireballs. Sadly, these beasts seem to follow no flight pattern whatsoever. They serve only to make the screen look busy.

As I said, there are a couple of neat puzzley bits but if I told you what they were you'd complete the game in a matter of hours (or less). Having said that, someone with no prior knowledge of the game could still complete it in less than a day and that's unforgivable.

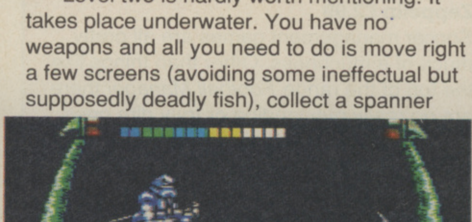
Level two is hardly worth mentioning. It takes place underwater. You have no weapons and all you need to do is move right a few screens (avoiding some ineffectual but supposedly deadly fish), collect a spanner then er... move back again. In the third and final level, your geezer is precariously kitted out with a pair of robotic legs. Move right, plasma bolt the plasma bolt fodder, reach the self destruct pod and destroy it... game over.

About five more levels of similar quality to the first would have put the game into the 'above average' category. But those levels don't exist and *Extreme* is anything but. It's too short, too easy, badly designed and what good features there are have been lost in the mire of poor gameplay. Groans and massive disappointment all round.

ANDY



Heavens! He's like a rasher of wind. Thin legs aside, stage three is horrible. Jerky and unresponsive controls ruin this level...



... and while we're on the subject it's far too easy. Stand next to this thing, press fire a lot and bingo... you've just wasted ten quid or so

Game	**Extreme**
Publisher	**DI**
Cassette	**£9.95**
Disk	**£12.95**

POWER RATING

THE DOWNERS...

- Level one is far too short...
- ...And levels two and three are even shorter
- The obscure puzzles are there to slow you down but there's nothing clever about them
- Level two has nothing in its favour. Poor graphics, no gameplay... truly awful
- Level three is a missed opportunity. Too short, too easy and the screen jerks horribly
- And that's yer lot for levels
- Level three's control method is awkward in the extreme

100

36%

0

- **A few neat ideas can be seen in level one (if you look hard enough)**
- **One or two neat graphic or sound effects**

...AND THE UPPERS

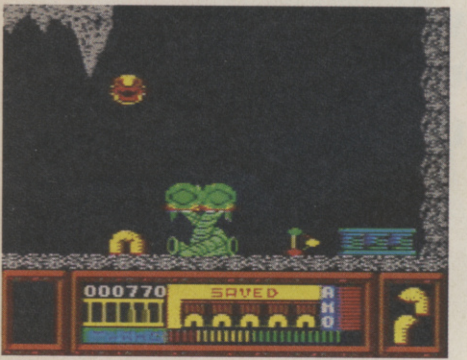
ROGER FRAMES
buys
Budjit Games

'I have to earn my own pocket money, so I don't go around buying games willy nilly, not normally anyway. But this month I've got a corker of an idea!* (Beg your pardon? Ed.) *I'm going to have a car boot sale, get rid of all the junk Dad's been moaning about and make a fortune. Then maybe I'll buy an extra game or two. Read on to find out which ones they are'

FROST BYTE

Micro Value, £2.99

The computer-related pun and dreadful packaging don't do this game any favours to start with and the situation doesn't improve when it's loaded. It's a platform puzzler in which you play a bendy, sausage-like thing called Hicky who moves around like a Slinky (you know, those flexible metal spirals that walk downstairs once and get tangled). Hicky can move left and right and he can jump and fire but, unlike the Slinky, he doesn't get tangled.



The green thing is harmless. The platform on the right is a trampoline to rocket you to the next screen. The rest is certain death

You have to free your fellow Slinky-esque pals from deep beneath the planet Cosmia. Jump hazards, shoot monsters, collect bonuses, get killed, start again, get annoyed, get killed, start again, get incredibly annoyed, switch off and watch the TV instead.

The animation's not bad but overall the graphics are fairly bland. The colours are very limited and the screens mundane. In addition to that, *Frost Byte* is appallingly difficult (its way of trying hard to be good). I have before me a game that just isn't worth either the money or the effort. It certainly isn't as much fun as an impromptu car boot sale. Take my advice and avoid it.

FRAME RATE

Frost Byte basically has three faults: (a) it's too hard, (b) it's frustratingly difficult and (c) a+b.

FROST BYTE **42%**

FOR SALE
CAR BOOT SALE HERE TUDAY
50p
10p
ALL 25p
ALL 50p
NAF111W

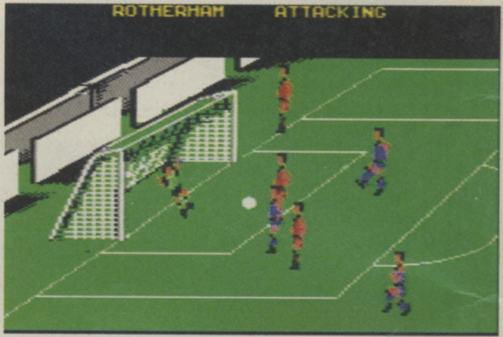
'Ha! This is easy! Can I interest you in this delightful seventies glitter lamp, Madam? Thank you. Yes, sir? You'd like the wicker rug. That'll be four pounds and thank you very much.'

KENNY DALGLISH SOCCER MANAGER

Zeppelin £2.99

Soccer management games are all pretty much of a muchness. Other than things like the top of the range *Football Manager* there are no really outstanding or truly dire ones.

This particular offering, falls into this midfield. While not the best of its kind, it is pretty entertaining stuff. This is due in no small part to the icon driven gameplay. These icons consist of the faces of the various people involved in running a team painted over a backdrop of a footie stadium. The manager, the coach, the physio, the scout and the bank manager are all here to either give information on the team's progress and status or change certain factors. For example, the bank manager lends you money, the scout handles transfers and so on.



Judging from the angle of the United goalie's leap, Rotheram look set to score again (and again). Blimey, these arcade sequences are dead exciting, don't they

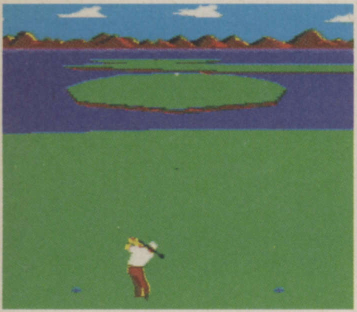
When the team is to your liking, you can sit back and watch the highlights of the match. Roar as your team scores. Boo as the opposition rocket a penalty past your goalie.

There are loads of features, all easily accessed through the icons. You will find a wealth of depth of play if you want to scratch beneath the slick and deceptively simple surface. Kenny Dalglish Soccer Manager is the kind of game you can walk away from to make a cup of tea, and come back to with a winning strategy.

FRAME RATE

Give it a whirl (unless of course you already own a management sim).

KENNY DALGLISH SOCCER MANAGER **73%**



If you think this looks good, wait until you see the other two games on this cassette. Three top-flight golf sims, yummy!

MULTIMIXX 1

Kixx, £4.99

It's a Corker!

Arrrrgh! £4.99 for a budget game? In my day you could go to the cinema, eat out, get a taxi home and still have change from a fa... (*look again Roger – Ed*). Ah, three full pricers on one fairly budgety cassette, I take it all back. A cassette containing *Leaderboard, World Class Leaderboard* and *Leaderboard Tournament* is a huge bargain because no other golf sims come near the *Leaderboard* series for quality. *World Class Leaderboard* is the most sophisticated game of the three but they boast loads of features and their simple but effective controls encourage you to keep working on that handicap.

FRAME RATE

If you're unsure about or simply don't like golf sims then no game is likely to change your mind. Nevertheless this has to be a corker.

MULTIMIXX 1 **90%**

MULTIMIXX 2

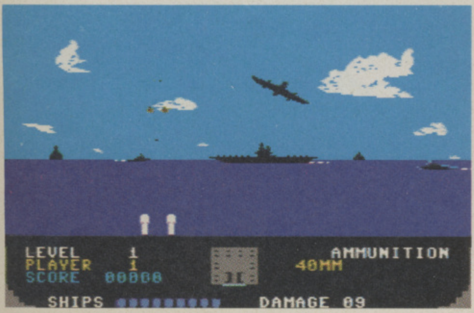
Kixx, £4.99

Those of you out there who remember the early days of the 64 will probably read the words 'Beach Head' and start to blub a little because *Beach Head* is a classic. The graphics have dated some but that doesn't detract from the game, which is pleasantly simple and straightforward.

The idea is to first guide your fleet of ships into enemy territory. Then you have to unload tanks, drive them through hazardous terrain and engage a massive enemy gun emplacement in a fight to the death. The game is split into several mini games. First guide your ship along the secret safe passage through mine and torpedo infested waters. Next, shoot down enemy planes and bomb your opponent's fleet. Negotiate the enemy minefield with your tanks then finally blow up the super gun. The game is crude but there is a massive amount of fun to be had.

Beach Head 2 follows a similar formula but carries it all off with a bit more polish. *Raid over Moscow* is a shoot 'em up in the *Zaxxon* mould but the bombing mission is over the USSR (these things date quickly).

What these games lack in technical brilliance they more than make up for in playability. They'll last longer than you think. And for those oldies out there, it's worth buying *Multimixx 2* just for the feeling of nostalgia.



Neeaaoooww... dagga, dagga, dagga! Once the enemy planes have been destroyed you have to shell the daylights out of the enemy fleet

'Er, Dad doesn't look too happy about that last sale. When he gets back, I don't think I'll be buying any games at all this month, let alone extra ones (groan)...'

FRAME RATE

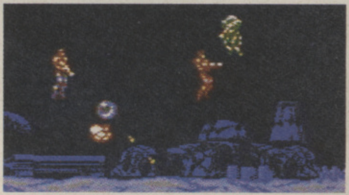
I've based the rating for this on the fact that, though these games are dearly loved by many, they're finally beginning to show signs of old age (the games, that is).

MULTIMIXX 2 **77%**

FORGOTTEN WORLDS

Kixx, £2.99

Personally, I don't like this game very much. But who am I to argue with overwhelming popularity? A horizontally scrolling simultaneous two player shoot 'em up with excellent graphics and sound is all very well. But for me the awkward control method ruins it. The joystick alone moves your man up, down, left and right. With the fire button pressed it then controls the direction of your firepower. Er, that's it. Still, I'm renowned for being crap at games so I imagine a game this polished would be rather attractive to the majority of blast freaks.



You 'n' your mate shoot 'em up – *FW* two player action at its most colourful

FRAME RATE

A slick and highly accurate arcade conversion that is slightly marred by awkward controls. Still worth a second look though.

FORGOTTEN WORLDS **79%**

Roger's Briefs

Kixx have been churning out budget titles like there was no tomorrow. I couldn't quite squeeze three of these in as fully fledged budget reviews (and you shouldn't even think of spending that much money in a single month) but here's a summary for the spendthrifts to froth over.

GARY LINEKER'S HOT SHOT

is an arcade soccer sim that looks good but plays like a turkey. It's pretty smooth, has loads of options but alas and alack it's far too easy to master.

FRAME RATE **45%**

ARMALYTE

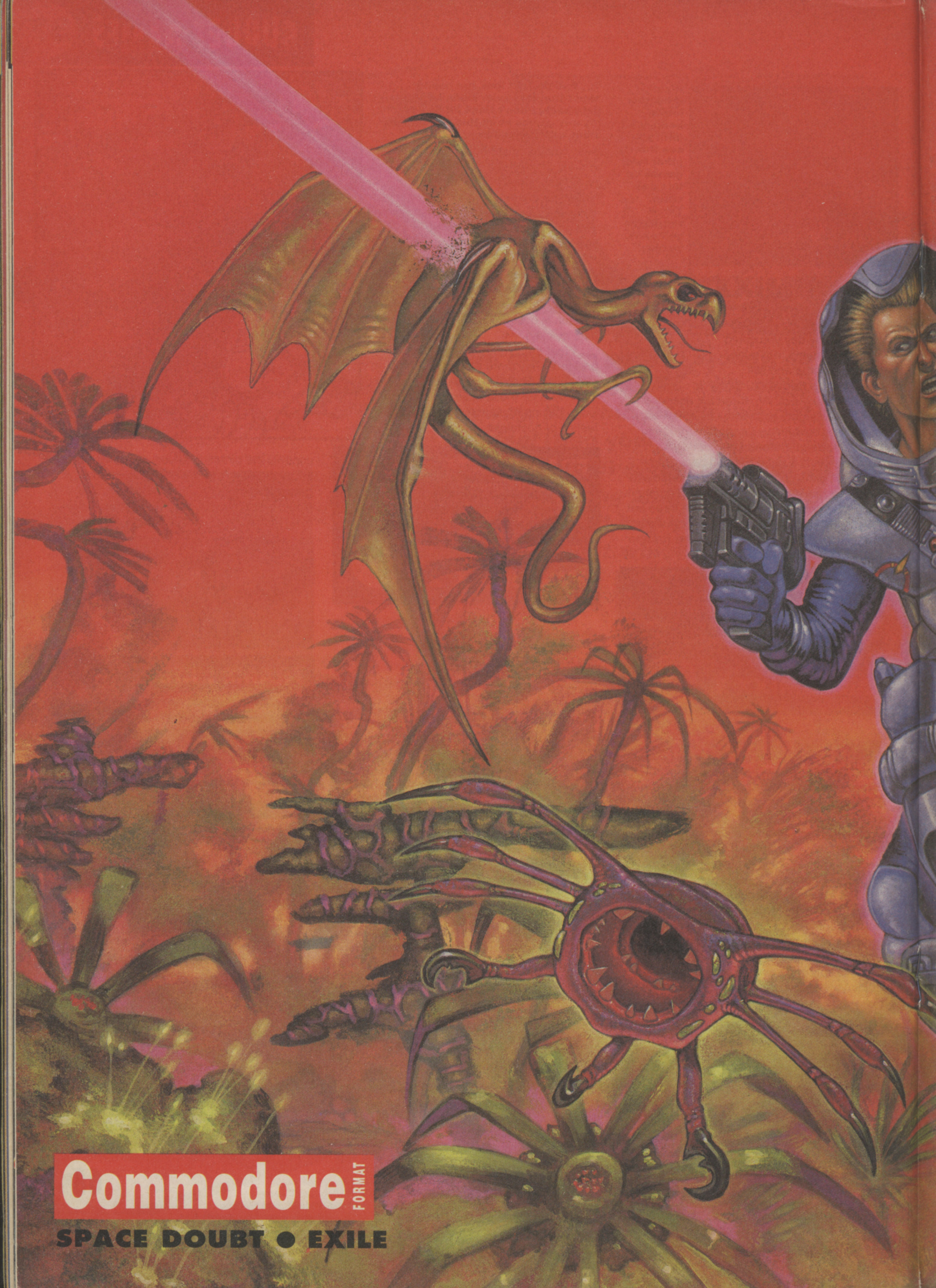
is a horizontally scrolling shoot 'em up with ultra-smooth scrolling and sprite animation, power ups, end of level beasties to make you tremble and much more: basically a quality blaster through and through. The only downer is the weird colour scheme that makes the action a little confusing at times.

FRAME RATE **82%**

HAWKEYE

was raved about when it first came out. Gawd knows why. It's a cross between *Flimbo's Quest*, a platform collect 'n' shoot 'em up and CRL's recent *Hell Hole*. Unfortunately it's no better than either of them and decidedly worse than *Flimbo*. All it comes down to is running left for an item, then running right for another and repeating the process ad nauseam. There's nothing else to it. Polished it might be but the bottom line is tedium.

FRAME RATE **68%**


Commodore FORMAT
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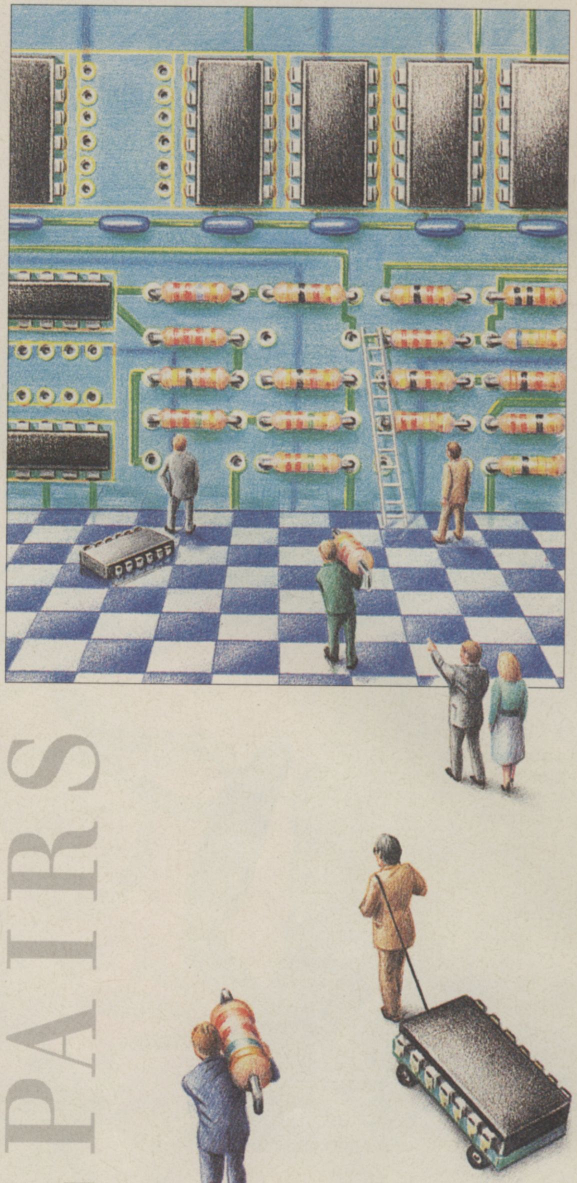
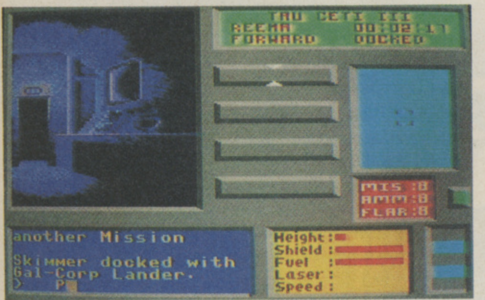


COMMODORE FORMAT A TO Z OF CLASSIC GAMES

Here we are at the tail end of our round-up of the most memorable (and forgettable) games to slide C64wards.* Gordon Houghton *hefts out the last of his hoard for one last look



another Mission

Skimmer docked with Gal-Corp Lander.

> P

The only safe place in *Tau Ceti* is the Gal-Corp lander which dumps you on the deadly planet in the first place. From there on in you're on your own, sucker

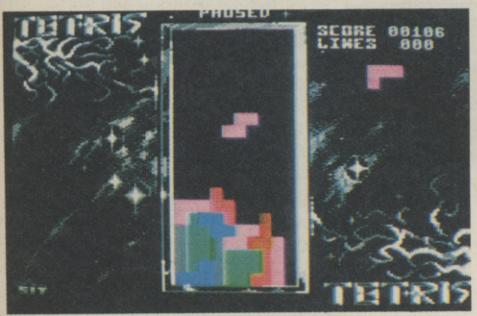
TAU CETI

CRL

Released: August 1986

Availability: Deleted. Appeared on Beau Jolly's 20 Chart Busters *compilation, and on the Mastertronic label, £1.99*

All the robots on the Tau Ceti colony go stark raving mad. So what you do is this: you send in a skimmer, get it to collect up to 40 reactor rod components (casually blasting any 'bots that get in the way) and put Captain Hard in charge (you). And if that sounds like the perfect recipe for a mix of 3D adventure, strategy and arcade blasting to you, go to the top of the class, 'cos you're absolutely right.



The puzzle game that started a craze soon made its way to the 64. Deceptively simple to look at but devilishly hard to play, *Tetris* is to the mind what mince is to a cow

TETRIS

MIRRORSOFT

Released: December 1987

Availability: Deleted, but appeared on the Mastertronic label, £2.99

One day, Alexei Pazhitnov (very clever Russian egghead) came up with a good idea for a puzzle game, and the next thing you know, everyone all over the world was playing it. *Tetris* is available on practically every computer, has been responsible for late homework, missed meals and family rows the globe over. And for what? A load of blocks.

THING ON A SPRING

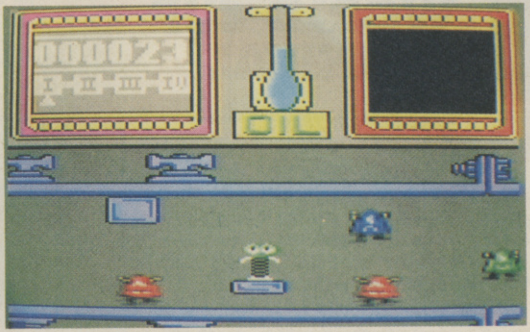
GREMLIN

Released: August 1985

Availability: Deleted

A green goblin with bits of mouldy spinach stuck in his teeth is luring all the world's toys to his smelly lair. Only a small green Thing with a spring where his legs should be can save them. Can Thing boing around the underground platforms, escalators and devious traps without rusting up or will he just come to a squeaky end?

The game was stuffed to the brim with puzzles and playability. It was so successful (and it deserved to be) that it spawned a sequel, *Thing Bounces Back*. If you see either of them, don't hesitate to snap 'em up.



Doing what things on springs do best, hour hero uncoils his way on his quest, undaunted by hostile lumps of blue, green and red snot with fangs and feet

THRUST

SILVERBIRD

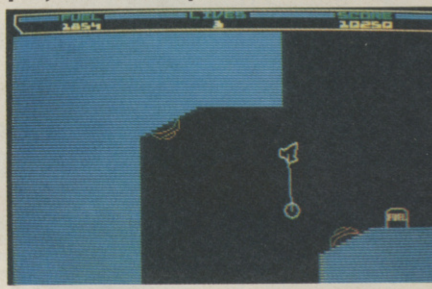
Released: May 1986

Availability: Deleted. Appeared on Beau Jolly's 20 Chart Busters *compilation*

It doesn't win first prize for graphics but *Thrust* requires some serious control skills. Without blowing the damn thing up, you've got to navigate a thrust-controlled spaceship through the narrow underground passages of several planets, collecting a power pod and destroying a generator on each one. Only the ship becomes harder to control when it has a pod hanging from its rear end because the pod swings, pulling the ship with it.

Totally realistic inertia, gravity, momentum and sound effects create tense and creepy atmosphere, leaving you to struggle for control of your reflexes as you pilot the ship. Reverse gravity is used on later screens, arriving just in time to take the wind out of the sails of the over-confident!

Coming through! When the ship picks up a pod, it acts like a pendulum – woaah!



THUNDER CROSS

CRL

Released: April 1988

Availability: Deleted

Blocky graphics, jerky backdrops, weedy aliens, crappy controls. *Thundercross* looked like a pile of plop and played like two piles of plop. It was a lesson in what shoot 'em ups should never be: slow, bland and ugly – you couldn't even move and fire at the same time. The game did have one redeeming feature though – the cassette box made an average paper-weight. But that didn't count for much.

TRAILBLAZER

GREMLIN

Released: December 1986

Availability: Ricochet, £1.99

Leap airily about the cosmic pathways in the elegant shape of a football. These cosmic pathways are made up of hundreds of different tiles and holes. Some of the tiles are bouncy, others reverse the joystick, some make you go faster and some slow you down. If you haven't got this slick two-player race extravaganza (or the sequel, *Cosmic Causeway*) now's the time to break that piggy-bank.

TURRICAN

RAINBOW ARTS

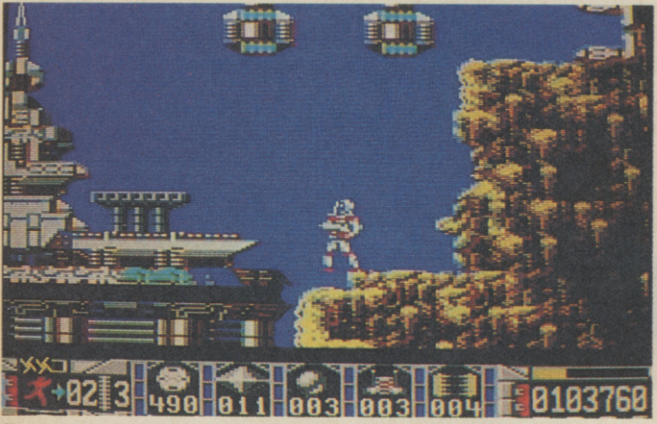
Released: May 1990

Availability: RA, £9.99 cass, £14.99 disk

Just when you thought blasters couldn't get any better, up pops *Turrican* and blows the competition clean away. It's got loads of pesky aliens, huge end-of level bad guys, an enormous environment and more hardware than B&Q.

▶

We get to Z just like we said in COMMODORE FORMAT 10, July 1991



Explore the vast world around you. Discover hidden weapon caches and take on the huge end-of-level all-round bad guys. Just don't expect peace and quiet in *Turrican*

It's one of the most successful games ever (and of course it has a sequel. But watch out; if you play it too often your trigger finger might implode.

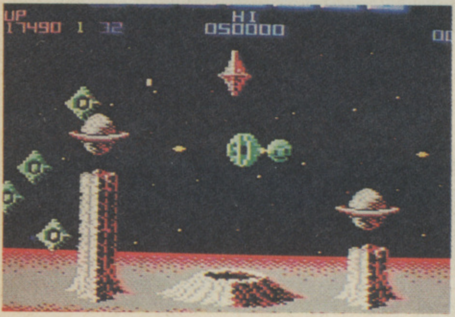
URIDIUM

HEWSON

Released: March 1986

Availability: Rack-It, £2.99. Also appeared as Uridium+ *in a double-pack compilation with* Paradroid *Competition Edition*

This 15-level bas-relief blaster isn't as sophisticated as today's shoot 'em ups (simple backgrounds, no progressive weaponry) but it was technically unsurpassed when it was first released. The elegant two-way scrolling was the smoothest ever to hit a 64 at the time and even now the gracefully flipping ship looks spiffy.



Strange surroundings and even stranger goings on await in *Wizball*

WIZBALL

OCEAN

Released: July 1987

Availability: Hit Squad, £2.99

Thanks to the machinations of the evil Zark the colour is being drained from the universe (yep, folks, this is serious). By coincidence the local Wiz just happens to have a packet of Wizshrink to hand. He swallows it down and transforms himself and his cat into a couple of highly manoeuvrable balls capable of shooting Zark's nasties and collecting droplets of colour. Weird controls, sounds and equally bizarre gameplay make Wizball most unusual. In two-player mode your mate can play the colour collecting kitty cat, Catalyte. Miaooow.

WHO DARES WINS II

ALLIGATA

Released: December 1985

Availability: Deleted

Unlike the original *Who Dares Wins*, which got into a bit of a pickle over certain similarities to *Commando, Who Dares Wins II* was original (well, nearly). Blocky graphics and simple gameplay look a bit pooey compared to more recent games but there's still enough gung ho grenade throwing, bridge blasting and man-to-man shooting to satisfy the average military psychopath game player.

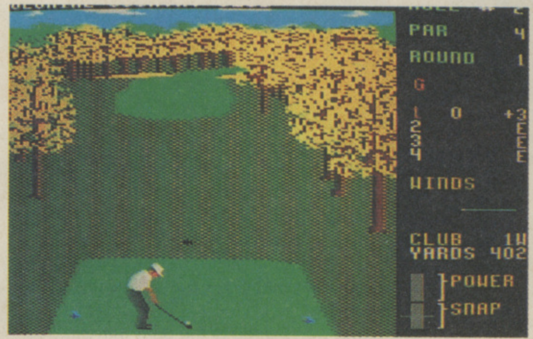
WORLD CLASS LEADER BOARD

ACCESS/US GOLD

Released: July 1987

Availability: Kixx, £2.99

The definitive golf sim with knobs on: four famous golf courses, trees, bunkers, practise options, overhead views and a course designer. It's still hard to beat for sheer playability and atmosphere and at three quid it's a bargain – not to mention a lot cheaper than a new set of clubs.



This 1 wood should be just about right for a 402 yard wallop along the green. Wait a minute: three over par on the second hole isn't world class, is it?

WORLD CUP CARNIVAL

US GOLD

Released: July 1986

Availability: Deleted

This was to footy what Pele is to a macrame class: not much use. The rest of the team stood stock staring still when you made your moves, the set plays were totally random and the only way to lose was to shut your eyes and turn the joystick upside down. If you see any sign of it, switch off your computer, take two aspirins and pray it won't come back.

WORLD GAMES

EPYX/US GOLD

Released: November 1986

Availability: Kixx, £2.99

Back in the old days, no self-respecting joystick juggler would be seen without at least one copy of the Epyx epic Games series. After *Summer* and *Winter* came this veritable plethora of nine unusual and mind-bogglingly bizarre activities – log rolling, bull riding, cliff diving, weight lifting, slalom skiing, barrel jumping, sumo wrestling and the caber toss. It's funny, original, very playable and could still beat a pile of today's games hands down for programming. Buy it, play it, love it.

ZAK MCKRACKEN AND THE ALIEN MINDBENDERS

LUCASFILM/US GOLD

Released: February 1989

Availability: US Gold, £14.99 (disk only)

Eeek! Weirdo crazy eggheads from Mars are draining the intelligence out of every living thing on Earth. Enter Zak McKracken, an ordinary American kind of guy. All he's got to do is travel to the four corners of the Earth (Katmandu, Stonehenge, Miami, Mexico) and take a trip to Mars to save the universe. Programmed by the *Maniac Mansion* team, *Zak McKracken* is more involved than a nuclear physicists' convention and wittier than Michael Caine.

ZENJI

FIREBIRD/ACTIVISION

Released: June 1987

Availability: Deleted

A long time before *Tetris* made it trendy to release puzzle games, the boffins at Firebird sat down and came up with an idea all on their tod. There's nothing difficult about the basic idea: connect different sections of interlocking components into a continuous green track by rotating pieces one by one. Graphics and sound aren't overly hot but one game is still enough to drive you mad. Raid those bargain buckets only if you're hard enough.

ZIG-ZAG

MIRRORSOFT

Released: December 1987

Availability: Deleted

This is one of Tony Crowther's weirder creations. It's all about flying your spaceship through the convoluted Matrix Of Zog. You have to direct your way along labyrinthine corridors by bouncing off a series of different-shaped prisms. Add a practically endless series of switches, killer frogs and puzzles and you've got an all-round barg.

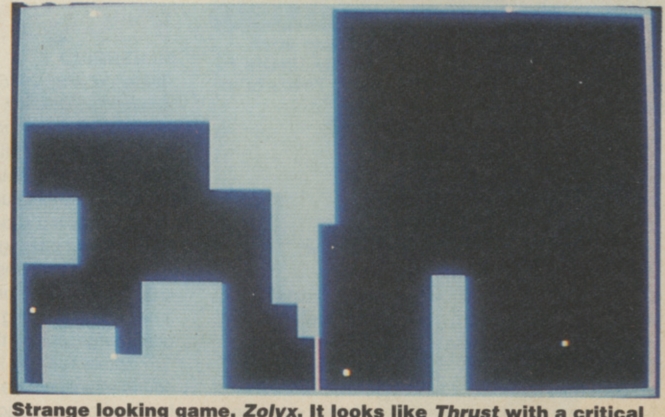
ZOLYX

FIREBIRD

Released: June 1987

Availability: Deleted. Appeared on Beau Jolly's 20 Chart Busters *compilation*

Zolyx lives in a big blue rectangle and his job is to fill it in by drawing thin blue lines. Unfortunately nasty wibbly spots are there to stop him. It sounds as if the scenario was invented by a man with a watering can over his head; fortunately you don't have to be out of your tree to play it. The idea is simple but the gameplay's so annoyingly addictive that you'll get annoyingly addicted.



Strange looking game, *Zolyx*. It looks like *Thrust* with a critical shapeship shortage. But don't be deceived by appearances

The Citizen 124D Printer
CITIZEN 124D

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- *Superior Graphics - 360×360dpi*
- *FREE Starter Kit*

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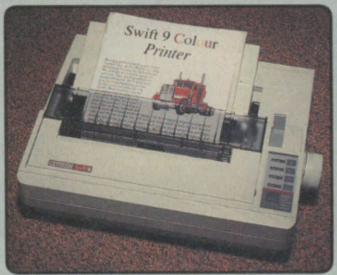

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- *Advanced Paper Parking*
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SAVING:	£133.35
SILICA PRICE:	£222.08

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192 CPS DRAFT 24 PIN

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FREE! COLOUR KIT

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- *8K Buffer*
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- *Advanced Paper Parking*
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- *FREE Colour Kit*

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SAVING:	£199.15
SILICA PRICE:	£304.33

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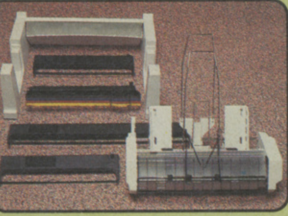

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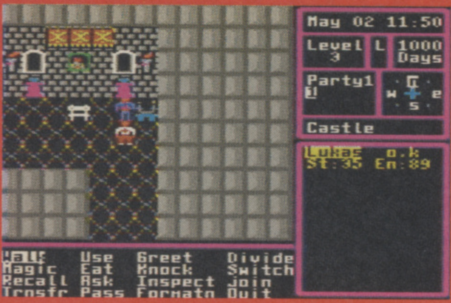

May 02 11:50
Level 3
L
1000 Days
Party1
w e s
Castle
Lukas o.k
St:35 En:89
Walk Use Greet Divide
Magic Eat Knock Switch
Recall Ask Inspect Join
Trnsfr Pass Formatn Quit

To recruit characters, approach strangers and asking them leading questions

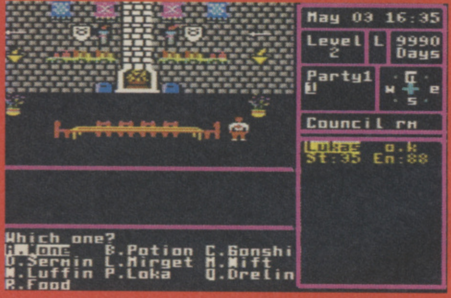
American fantasists Mindcraft cough up two intriguing fantasy roleplaying adventures for disk using 64 owners. But are they magic? Our reviewer swigs a gonshi potion and goes on a quest

When all 44 guardians of the magic candle disappear at once, you instinctively know what's in store. What's in store is this: you'll go to the castle and the king (of all people) will single you out. He'll say, 'Gather a party of brave friends and save my kingdom.' Or something like that. And you'll go along with it, starry eyed at the prospect of great adventure and (of course) even greater rewards.

Then you'll ook for a few like-minded flunkies or at least a few favours. You'll tap the inhabitants of the king's castle for information about places and people. You'll recruit that party of brave friends and onward to your destiny you will go.

The Magic Candle has been available for quite a while now to IBM PC users, whatever they are. It attracted a lot of attention stateside and ended up winning an award. I don't think, however, that the 64 version is likely to do the same. Unlike *Keys To Maramon*, which holds the adventure together by being simple and straightforward, *Candle* has more in common with that meandering kind of roleplaying that's slow to get anywhere. You get all the opportunity you want to explore but if you do, it's because the game isn't going out of its way to attract attention to itself.

Candle's keyboard only input mechanism isn't so bad but it lacks both the depth and immediacy of any of the *AD&D* games' joystick driven menus. And the graphics, bursting out of the screen as they do with primary colours, don't convey any of the atmosphere or


May 03 16:35
Level 2
L
9990 Days
Party1
w e s
Council rm
Lukas o.k
St:35 En:88

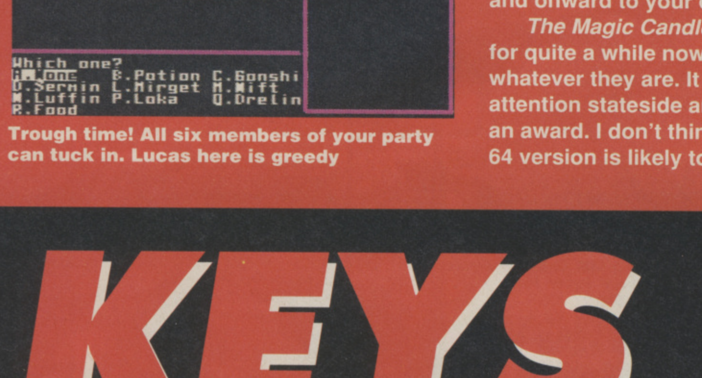
Which one?
A.Lonc B.Potion C.Gonshi
D.Sermin L.Mirget M.Mift
N.Luffin P.Loka Q.Drelin
R.Food

Trough time! All six members of your party can tuck in. Lucas here is greedy

KEYS TO MA

Normally, we don't tell you much about the plot of a game. It usually isn't worth it. The plot is often tagged on as an afterthought and doesn't contribute to how good or bad a game is. Well, it's time to break the rules because everything in *Keys to Maramon* hinges on the plot. Playing one of four adventurer characters, you're hired by the mayor to police the town at night. Maramon is built around five towers. These lead down to catacombs that run through the whole city and these are inhabited by evil monsters. Every night, the monsters pour into the city and trash every building they can. So it begins simply enough.

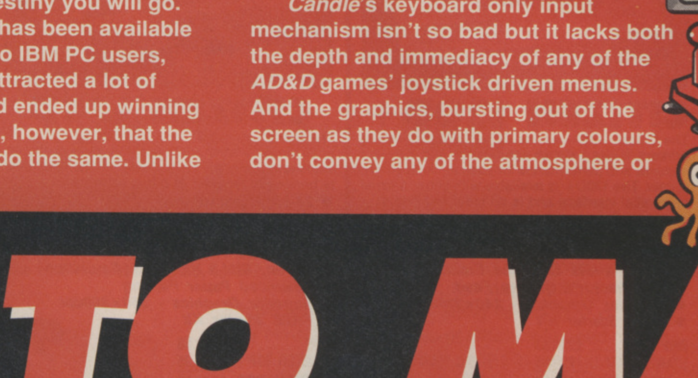
You wander around the scrolling screen, equipping yourself with weapons and potions from shops and waiting for nightfall. when the monsters come out, all you have to do is run up to them, fire button them to death and wait for morning. If


DAY 1
HOUR 20
LIFE 17
GOLD 60
SCORE 10
GOOGLY
LONGBOW
44 ARROWS
LEATHERS
8 MONSTERS

GOOGLY KILLS AN ORC

GOOGLY FINDS 10 GOLD

Our hunting hero runs right into a marauding band of orcs as they leave a tower at nightfall. Go get 'em!


ELMER'S MAGICK SHOPPE
DAY 1
HOUR 9
LIFE 35
GOLD 50
SCORE 0
BUY SELL FIX CHECK
TALK HOLD USE KEYS
SAVE OLD XIT
GOOGLY
LONGBOW
50 ARROWS
LEATHERS

WHAT WILL GOOGLY DO?

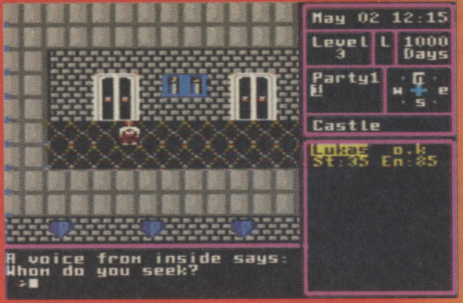
GOOGLY VISITS A MAGIC SHOP

This wizard will sell you firebombs and wands. They're so expensive he's never had a customer before (and the little sneak has a key too)

AGIC
DLE

conviction of more sophisticated rivals such as *Ultima VI*.

The Magic Candle's strength lies in its internal consistency. By that, I mean that, for example, all the potions and magical formulae your characters are likely to deal with are the same as those used in *Keys*

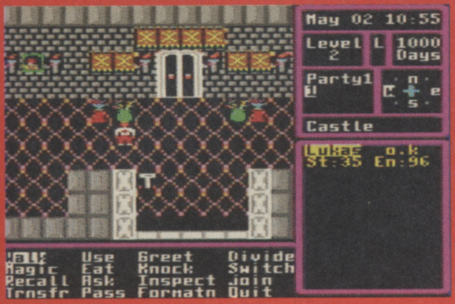

May 02 12:15
Level 3
L
1000 Days
Party1
n
w
e
s
Castle
Lukas o.k
St:35 En:85

```
A voice from inside says:
Whom do you seek?
 >■
```

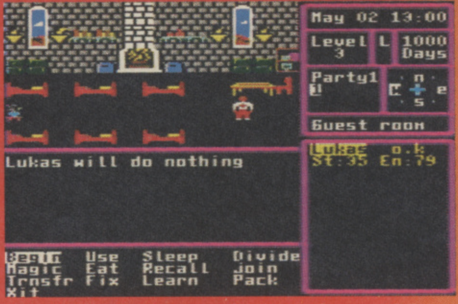
Unless you know what you want, other characters won't tell you the time of day

To Maramon. So the authors of *Candle* have obviously invented a fantasy game world that's to be revisited in other games. *Candle* do comes cheap – and it only takes a read of the game manual to realise that you've got a lot of game. But it looks and feels old fashioned, not other-worldly.

SEAN


May 02 10:55
Level 2
L
1000 Days
Party1
n
e
s
Castle
Lukas o.k
St:35 En:96
Walk Use Greet Divide
Magic Eat Knock Switch
Recall Ask Inspect Join
Trnsfr Pass Formatn Quit

Knock knock. Who's there? Nosy neighbours aren't welcome in *The Magic Candle*


May 02 13:00
Level 3
L
1000 Days
Party1
n
e
s
Guest room
Lukas o.k
St:35 En:79
Begin Use Sleep Divide
Magic Eat Recall Join
Trnsfr Fix Learn Pack
Xit

```
Lukas will do nothing
```

This is the fantasy equivalent of a youth hostel so put your feet up

Game	**Magic Candle**
Publisher	**Mindcraft**
Cassette	**not available**
Disk	**£16.99**

POWER RATING

THE DOWNERS...

- Old fashioned in appearance and function
- Not that easy to use the keyboard interface until you've had practice
- Garish graphics: not much to look at and the screen update is slow
- Too few ways of solving some of the quest problems
- Slow to really get underway
- Not so easy for beginners

100

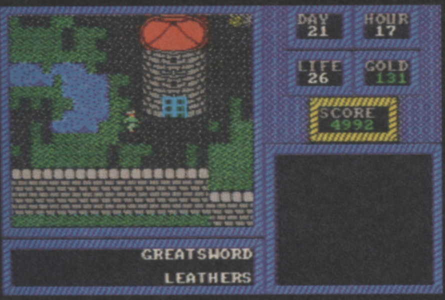
58%

0

- **Cost effective expanse of roleplaying stuff**
- **Original plot**
- **Interesting clues to dig up**
- **Loads of characters add to the atmosphere**
- **Lots of depth – an adventure that will takes weeks to finish**
- **Manual makes a good read**

...AND THE UPPERS

ARAMON


DAY 21
HOUR 17
LIFE 26
GOLD 131
SCORE 4992
GREATSWORD
LEATHERS

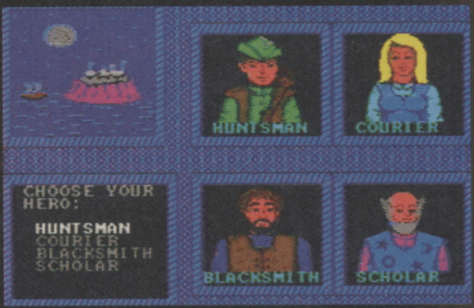
Facing your destiny: one of the towers awaits investigation

you successfully wiped out last night's raiders (earning some gold off them in the process), you're doing your job. Worn down weapons can be fixed, better ones bought. Potions can cure wounds and so on. Do well and the mayor throws a few extra bob your way, too. But if that was all there was to *KtM* it would be pretty bland.

But it isn't. You soon realise that the monsters emerge from certain towers on certain days of the week. There are keys to let you into the towers as well (but some doors have more than one lock on them so more than one key is needed to open those). So you can set traps, venture down into the catacombs and turn the tables on the monsters themselves.

It's a linear adventure. By that I mean there's no opportunity to turn away from the storyline and experiment. But this enables the play balance to stay really tight. *KtM* is action packed but well paced, quite deep but not complex. *Maramon* seems to go out of the way to make itself appeal to roleplaying newcomers. Go on, unlock the adventure ahead. Maramon needs you.

SEAN


HUNTSMAN
COURIER
BLACKSMITH
SCHOLAR
CHOOSE YOUR HERO:
HUNTSMAN
COURIER
BLACKSMITH
SCHOLAR

Four equally daft characters ready to face death for the sake of a few bob

Game	**KtM**
Publisher	**Mindcraft**
Cassette	**not available**
Disk	**£16.99**

POWER RATING

THE DOWNERS...

- Linear Plot
- Wouldn't last long in the hands of an experienced adventurer

100

80%

0

- **Excellent storyline can be closely followed in play**
- **Ideal for beginners**
- **Choice of four characters**
- **Wide choice of weapons**
- **Weapons can wear down but they can be fixed too**
- **Well hidden clues to the solution of the adventure**
- **Plenty of magic items to get to grips with**
- **The town is full of interesting people to interrogate**
- **The cycles of day and night break up the styles of play so you don't get bored**
- **Very good documentation**

...AND THE UPPERS

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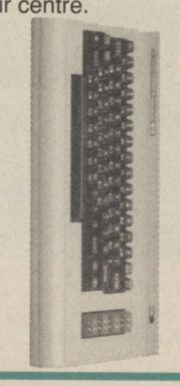

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* Disk/Cass

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The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
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TOTAL BACKUP DISK	– Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.
RESET ALL	– RESET of any program.
TOTAL BACKUP TAPE	– As BACKUP DISK but to TAPE.
HARDCOPY	– At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.
MONITOR	– Takes you into the Machine language Monitor.

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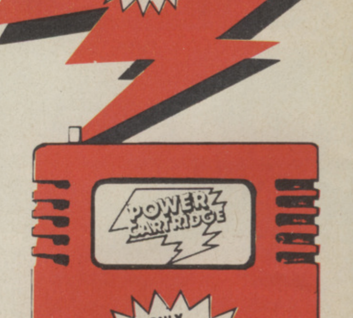

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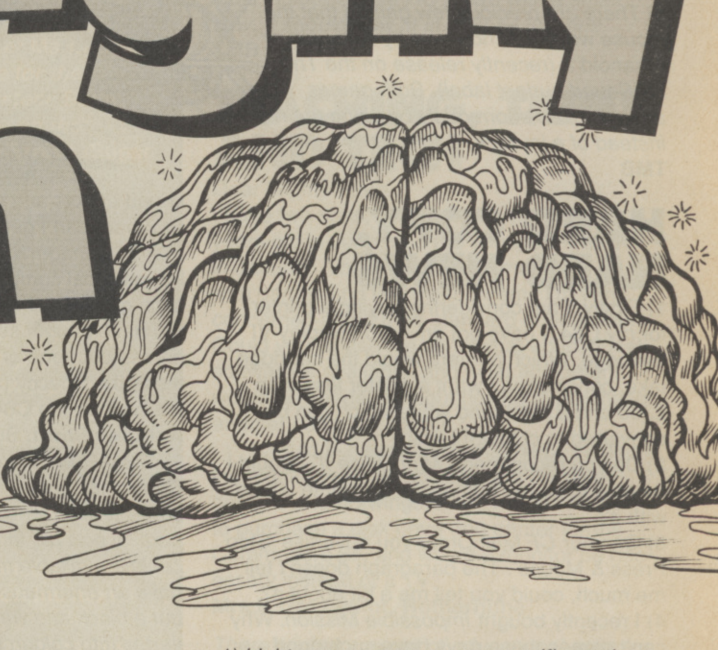
The Mighty Brain



The nicest neurons ever to soak in lab fluid are at your service. Whatever you want to know, just write to:

The Mighty Brain,
Commodore Format,
30 Monmouth Street, Bath BA1 2BW

Dear Mighty Brain
What exactly is the purpose of the border surrounding the main computer screen and why don't computer games fill the full expanse of the TV screen? Some games use the borders (*Wizball*, *Armalyte* and *Forgotten Worlds*) and others don't. I've tried to find out, but my neighbour just shrugs his shoulders and sneaks off with my copy of *Creatures*!
Darren Cowley, Nottingham

Borders are used to make sure that whatever the aspect ratio of the screen (whether it be a TV set or monitor) or the idiosyncrasies of individual displays, the important information is always centred and clearly visible. It also helps the smaller machines since they have less screen area to display and re-draw.

A few years ago, coders found that it was possible to fool the C64 into thinking that this screen area extended further than it actually does, allowing them to place sprites in the top and bottom borders. A little later, sprites were placed in the side borders as well. Some Dutch demo coders even went as far as to produce a full screen picture filled – including top and bottom borders – by using expanded sprites.
TMB

CART CONUNDRUM

I have a few questions for you to answer… If you dare!
1) I have recently bought a light gun for my 64 so is there any way of altering programs so I can use my light gun on other games?
2) I am thinking of getting an Amiga to go with my 64, is there a way of emulating my 64 fully on the Amiga, so I can play any 64 games on the Amiga? Can I use my Oceanic 118N Disk Drive to load the games?
3) Like me, not a lot of people own Action Replay cartridges. Are there any other cartridges that don't need SYS numbers for POKEs? How can I find the SYS numbers for my 'Freeze Machine Mk 5' cartridge?
4) Are there any cheats on cartridge games like *Robocop 2*?
5) Please tell me what games can I use my Neos mouse on?
Jason Clifford, Birmingham

1) Light gun programs uses specific routines to determine where on screen the gun is pointing, so I'm afraid existing games that only use a joystick would just sit and do nothing when connected to a light gun.
2) There are 64 emulators for the Amiga but they are slow and only really allow you to run Basic programs and the odd utility. Games are right out. Your best bet is to try the Amiga Public Domain software suppliers. Your Oceanic needs a special cable but it can be used to feed C64 code to an Amiga.
3) We normally stick to AR POKEs and SYS listings only because that's what the vast majority of you can use. But check out GameBusters this month for a load of SYS

Brain Storm

This is the bit where the Brain answers loads of quicky questions. If you want to see your name in print (and have a question answered to boot), keep it short and send it in.

Are you going to give away any more free gifts such as POKE booklets etc?
Craig Wright, County Durham

Oh yes – and the next one is going to be pretty damn special, not just a tatty bit of paper. Keep 'em peeled, guys…
TMB

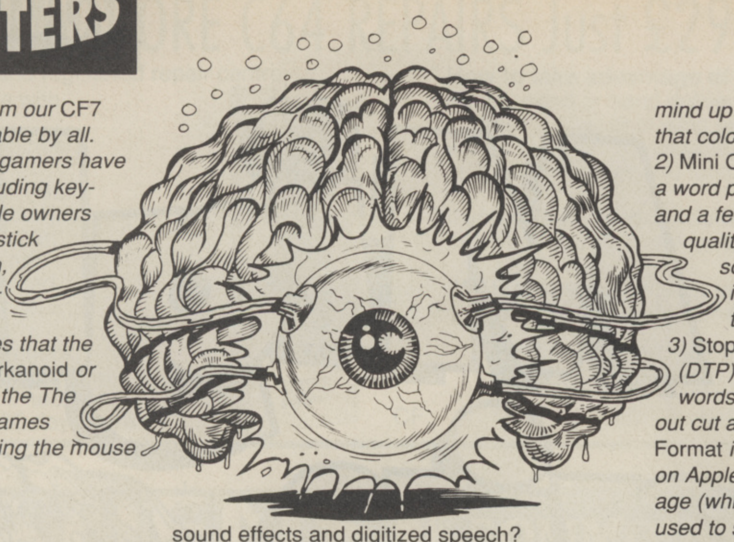
What is the address to send cheats in to Andy? I have few scorchers!
Jonathan Murray, Bristol

The address is: Andy Dyer's GameBusters, Commodore Format, 30 Monmouth Street, Bath, BA1 2BW. Send them in!
TMB

Could you tell me of any good golf games, where to get them from and how much?
Chris Teasdale, County Durham

There are lots of golf games on the C64, the most recent being Gremlin's Ultimate Golf *which scored 83% in CF3. Gremlin can be contacted on 0742 753423. Alternatively, you can get hold of all three Leaderboard games for £2.99 on the Kixx label. This should be in most computer stores any day now and it's an absolute bargain! Check out what Roger Frames has to say about it on page 37. It's not just a bargain – it's a Corker!*

codes that make the POKEs from our CF7 *Action Replay POKEs Book usable by all.*
4) Since you can't POKE carts, gamers have to rely on the programmers including keyboard or joystick cheats. Console owners have to input a sequence of joystick commands (up, up, down, down, press button B and so on) to initiate cheat modes.
5) There are precious few games that the mouse works on, however try Arkanoid *or* Arkanoid 2 *(recently release on the The Hit Squad budget label). Both games are improved enormously by using the mouse instead of a joystick.*
TMB



HARD COPY, HARD NEWS

1) Firstly, I am considering buying a printer for my C64. I have got an Action Replay VI cartridge. Which printers would the cartridge take, considering I want a printer less than £300 and a black and white which can be converted to colour if I wish?
2) Do you recommend *Mini Office II* – would I be able to do my homework and write letters with it?
3) On your *CF* Mail Order you advertise 'Stop Press & Mouse'. The paragraph doesn't tell me much, could you tell me a bit about it?
4) I recently bought *Impossible Mission.* Why can't games these days have such good sound effects and digitized speech?
5) Where can I get my hands on Anco's *Player Manager*? You say it is already out, but my local computer shop say there's no such game for the C64. Is it good anyway?
6) I have bought several footie management games but none of them are as good as those the Speccy (aargh!) can give. What is the best for the C64?
Anthony Short, Sutton Coldfield

1) The AR Mk VI includes a built-in Centronics printer interface, so that you can connect any Centronics printer to the 64's parallel port (as long as you have the right cable – available from Datel for £12.99). You have an enormous choice of different printers but a black and white printer cannot be converted into colour, so you'd better make your mind up which sort you need, bearing in mind that colour printers are expensive.
2) Mini Office II *is a neat package. It contains a word processor, spreadsheet, graph maker and a few other utilities. There isn't much quality professional software for the C64 so it has its uses. I doubt if it will improve your homework, but at least the wrong answers will look neater…*
3) Stop Press *is a Desk Top Publishing (DTP) program which enables you to mix words and pictures in print, with proper layout cut and paste facilities (*Commodore Format *is produced using a DTP system run on Apple Macintosh computers). The package (which is disk only, by the way) can be used to spruce up letters, produce fanzines or advertising fliers – anything you like. We featured* Stop Press *in CF1, so if you want the full low-down, order the mag (a real collector's item) using our back issues service.*
4) I agree. I think it's sad that a game which is over five years old has better sound than many of the games reviewed in this issue.
5) Try contacting Anco on 0322 292513.
6) Addictive's Football Manager *is a benchmark for soccer management sims.* Football Manager 2 *is still available from mail order companies and there's an expansion pack to go with it.*
TMB

LIGHT WORK

Please answer some questions I have to ask.
1) Are light pens any good for the 64? If so, where can I get them from?
2) Is the 64's sound and scrolling better than the Atari STE?
3) In what way are monitors and normal TVs different?
4) Can you put brilliant posters, like the one in *CF6* in all the issues from now on, instead of the cartoon type?
5) Can you tell me where to get any business software for the 64?
6) Why is the GameBusters section not in alphabetical order?
7) Is the 64's memory upgradable?
8) Last of all, how many parts has a 64 got in it, and what personal computer has sold the most in the last year?
Rakesh Shinh, Ickenham

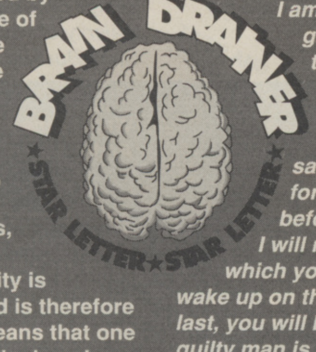
1) Light pens on eight-bit machines don't really work that well, because of the speed of the machine and the resolution of the screen. You'd be better off with an art package and a good mouse.
2) The C64 beats the pants off an ordinary ST in the sound and scroll department but the STE has been spiced up somewhat so that it just nudges ahead. Then again, it costs £300 compared to around £150 for a C64, so it ought to be better!
3) A normal TV receives RF (Radio Frequency) signals broadcast from a transmitter. Most TVs can only use these signals, although a lot of the newer tellies can accept composite video and RGB signals using a SCART socket. A dedicated computer monitor only reads RGB and comp video signals but these produce a clearer, sharper image.
4) What do you mean? All of our posters are totally brilliant!

CLEVER SPORT

Dear Mighty Brian
I use Brian rather than Brain because you must be a bit of an old thickie to have made the mistakes that I will now prove wrong.

Firstly, IQ is employed when talking solely about humans. Are you human? No! (15-Love) Secondly, IQ is given by dividing mental age by actual age, the value given is then multiplied by 100. As you are the only one of your type – prove otherwise (30-Love) – your mental age must be equal to your actual age, so you IQ is 100: distinctly average (40-Love, match point)! Thirdly, even if your IQ is one less than infinity, as you say it is, this would be impossible because by definition, infinity is impossible to ascertain, and is therefore an imaginary value. This means that one less than infinity must also be imaginary, so stop dreaming and be realistic (game, set and match to Craig Gratton).

So, now that I have beaten you with four aces and my superior knowledge of maths, how about redeeming yourself slightly by answering my questions (or are you a bad loser)?
1) I have heard that *Kick Off 2* will soon be released on cartridge, is this true?
2) Would it be possible to put *Bombjack* and *Mr Do* onto future cover tapes, because both are excellent games that have been deleted.
3) Is there any likelihood of an arcade conversion of *1941 Counter Attack*?
Craig Gratton, Cleckheaton



Noticing 'one less than infinity' was sharp – of course it's nonsense. But logic-wise you think you've discovered weaknesses on the assumption that I wasn't joking (or being modest, because you're right: IQ cannot even begin to describe how much more intelligent I am than any human). If it's a game you want, consider this: a man in an imaginary country is convicted of a crime which carries the death penalty. The judge says, 'To make things easier for you in your last days before sentence is carried out, I will not tell you the day on which you are to be executed. If you wake up on that day, knowing it is your last, you will be set free instead.' The guilty man is happy as he's led away. Why?*

1) Since the early rumours about a special cart version of* Kick Off *we've heard nothing. I wouldn't start saving if I were you.

2) Nice idea. We'll will look into it.

3) No-one has any plans to convert this game (and with 1940s coin-op convos to go by, I don't blame them).

(And since we've strained someone's brain, a mail order voucher is yours.)
TMB

GREY MATTERS

To save you writing in with the same old queries each month, here are the answers to the ten most-asked questions of The Mighty Brain.

1) Can you plug a C64GS game cartridge into the C64?
Yep. Plugs straight in, no problem. Simple as that.

2) What's your favourite game?
I don't have an all-time fave – I get bored so easily. However, I was most impressed with Exile*, which is a really stonking game. So too is* Switchblade *from Gremlin. Both of these are Powertested in this issue, and very well they did too.*

3) How do I become a computer journalist?
Send your CV (Curriculum Vitae) and an example of your written work to the magazine you want to work for. If you're very, very lucky (and talented) you just might get a job as a lowly staff writer. You should also look out for jobs advertised in all of Future Publishing's titles.

4) Is piracy really such a bad thing?
Yes. It stops programmers earning the money they deserve. It stops publishers from having the funds to invest in bigger, better games. It can persuade software houses to stop writing games for your machine altogether. It can kill a machine stone dead (the Atari ST is suffering badly because of it; seen any ST games in the all-formats top 10 recently?). It is illegal. So don't do it.

5) If I find proof of piracy, what can I do about it?
Easy: contact the Federation Against Software Theft – FAST – on 0386 833501. There's a large reward on offer for a succesful prosecution.

6) How do I enter POKEs?
To enter some game cheats all you need to do is type in the listing, RUN it and load the game. Other cheats require that you break into the game using a reset switch or cartridge (like the Action Replay or Power Cartridge). A reset switch (which simply stops the game from running) requires a SYS number to restart the game, whereas cartridges restart the game automatically.

7) Is *Super Mario Bros* available for the Commodore 64?
No. No. No. No and no. Super Mario Bros *1, 2 and 3 are only available for the Nintendo Entertainment System.* Super Mario Land *is only available on the Gameboy, and* Super Mario Bros 4 *(Super Mario World) is only available for Nintendo's new 16-bit Super Famicom. Ocean did release* Mario Bros *years ago but this has long since been deleted.*

8) My Powerpack tape is faulty. What should I do?
Well, if you're sure that it isn't your tape deck or the head alignment, pop your tape (without the box) into an envelope and send it, with a self-addressed stamped envelope to Ablex Audio Video Ltd., Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Thry will send you a replacement (PLEASE DON'T SEND FAULTY TAPES TO US).

9) Can we have a demo of (insert name of five-month-old game here) on the next cover tape?
We always try to have demos of games that are being reviewed that issue, or the issue after. There's no point putting a demo of an old game on the tape when a lot of readers will already have it.

10) Do you have a cheat for (insert any game name here)?
No. That's Mister Andrew Dyer's task. Write to the this warm, friendly and really rather spiffing liitle chap at:
Samaritan's Corner, GameBusters, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.
TMB

5) Serious stuff for the 64 is hard to find, but try writing to Jack Cohen at the Independent Commodore Products User Group (ICPUG). Their address is PO Box 1309, London N3 2UT. You could also try FSSL Computer Software. Give them a bell on 0386 553153.
TMB

THERE GO THE RATES

Dear Mighty Brain
1) What is the highest rated C64 Game?
2) What is the lowest (*Dick Tracy*)?
3) How long will it be before *Robocop* and *Double Dragon II* come out on budget?
4) How much does it cost for a reset button on its own?
5) Is *Pang* available for a tape deck?
6) What's the best Kung-Fu game?
7) Have you reviewed *Strider II* and if so how much did it receive?
8) Please tell me how can I subscribe to this mag every month?
Ben Smith, Kent

1 & 2) Last Ninja 3 *with 97%, and* Dick Tracy *with 11% (both were reviewed in the same issue, oddly enough).*
3) Not long.
4) The cheapest reset switch is a paper clip. You can jump start the 64 by touching the ground and reset contacts on the cartridge port – pins A (or 1) and C. But watch it because if you hit the wrong contact you can blow a fuse in the old beige box. YOU HAVE BEEN WARNED!
5) Nope, sorry. Still, the cart is very smart, why not give it a try?
6) You can do no better than System 3's International Karate *or* IK+.
7) We Powertested Strider II *way back in* CF3*, where it copped for 78%.*
8) Turn to page 66…
TMB

SUCKER?

I have owned my C64 for 12 months and have read all of your columns (suck).

Recently I bought my first cartridge game (*Chase HQ II*) and found that due to its shape it would not fit into my cartridge port and so far *Robocop II* is the only one which I have seen that will. It this a commonplace problem and what can I do?
Simon Pearce, Somerset

The first carts to appear had a fault in the moulding, where a slot was missing. Take a good look at Robocop 2 *and make the same slots in your* Chase HQ II *cart with a small saw. It should now fit in your 64 just fine.*
TMB

TEACHING, TAPES AND TECH

Dear Mighty Brain
I have two sons, one of whom will be eight years old in June, and the youngest was six in January. They have the Commodore 64 with games and like most parents I'm very concerned about their standard of education. Could you advise me as to what educational software is available, and what equipment would be needed without having to purchase another computer pack?

I would like something that helps in teaching maths, reading, spelling and creative designs and drawings. Also, would I be able to purchase a disk drive and printer for the Commodore 64, and would a monitor be necessary instead of a TV.
Mrs K Grosvenor, Rotherhithe

There's a fair amount of educational software worth your close examination. You could try Rickitt Educational Media on 0460 57152 for their latest catalogue. Alternatively, you could have a look at the Turbosoft mail order ad in this very issue. One of the best-selling educational packages is the Fun School series. Fun School 3 *has just appeared with packs for 5 to 7 year olds and one for the over 7s. These come on tape or disk (disks are more expensive but much less tedious, especially when you've got impatient youngsters waiting for their next lesson).*

Disk drives, such as Commodore's own 1541 mk II, are readily available from most good computer shops and high street retailers like Dixons. If you already get a good picture on your TV, you don't need a monitor.
TMB

✴ Give up? The answer to the riddle is the man is happy because he knows he won't be executed. The logic works like this. Say the trial takes place on Saturday. The man knows he can't be executed next Saturday because if he'd survived until Friday, Saturday would be the only day left, so he'd know it was that day and the authorities would have to let him free. Now, if it can't be Saturday, it can't be Friday either, for the same reason. The authorities cannot choose Saturday because if they do, they'll have to set him free. So the prisoner knows when he wakes on Friday, that it's his last day. So again, he'll go free. He will go free whatever date you choose. It doesn't matter if he wakes up on Sunday thinking he's to be executed if he isn't because the authorities can't do anything to him for being wrong. If the sentence is to be carried out exactly as the judge ordered, it cannot be carried out at all. Another game next month, perhaps?

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Creatures	7.99	11.99
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Golden Axe	8.99	11.99
Hero Quest	8.99	12.99
Iron Man off Road Racing	7.99	11.99
Kick Off 2	7.99	11.99
Last Ninja 3	10.99	12.99
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N.A.R.C.	8.99	12.99
Narco Police	8.99	12.99
Navy Seals (cart. only)	N/A	19.99
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Night Shift	8.99	12.99
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Turrican 2	8.99	11.99
Ultima 6 Disk only	N/A	19.99
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Wrath of the Dmon (cart. only)	N/A	24.99

CBM 64 CLASSICS

	CASS	DISK
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Battlechess	N/A	12.99
Bushido	7.50	11.99
California Challenge (T.D. II)	N/A	6.99
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Dragons of Flame	7.50	12.99
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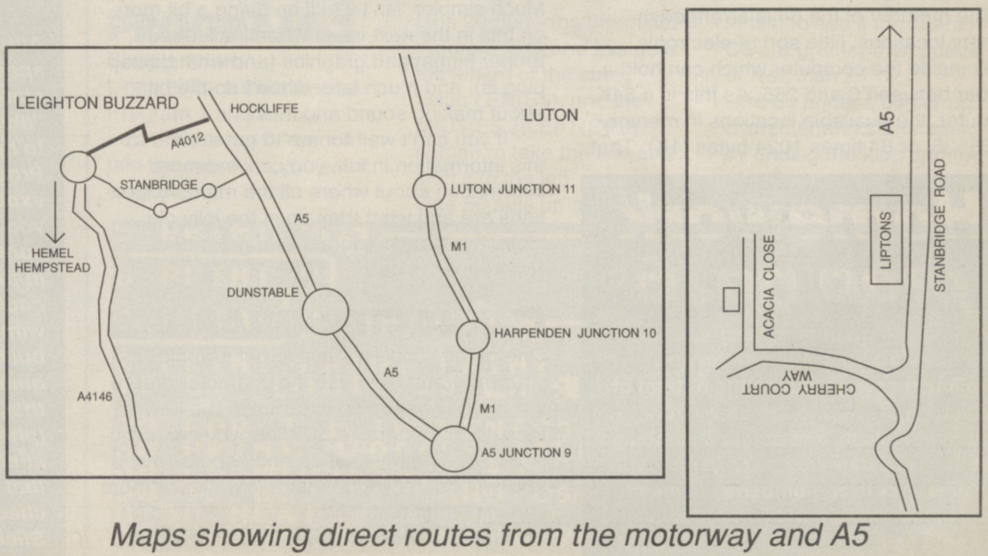


Maps showing direct routes from the motorway and A5

BACK TO BASIC

Phil South brings you part 6 of our programming series for beginners. In this instalment Phil takes a sideways glance at character graphics and the PEEK and POKE commands

Last month I said we'll be looking at some graphics. By now, having read the text and typed in the programs you should have a real grasp of what Basic is all about. So let's look at how you apply this knowledge specifically to the 64 and using the graphics in your own programs. But first a quick word about PEEK and POKE. (No off colour jokes please, we're British.) Although PEEK and POKE are basically machine code statements in effect, we'll see that a knowledge of how they work is essential.

POKE AND PEEK

In many of the programs we've been printing through this series, you may have noticed I've used a lot of PEEK and POKE statements. The meaning of these commands must be understood or you may find yourself just tapping them in without realising what it is you are doing. PEEK looks at a "memory location" and tells you what value is there. POKE takes a value you give it and puts it into a memory location. So you can see that the two commands are opposites. PEEK can be thought of as LOOK, and POKE as PUT. One looks at the computer's memory and one puts something into it.

The memory of the 64 is arranged in memory locations, little sort of electronic boxes inside the computer which can hold a number between 0 and 255. As this is a 64K computer, the available locations in memory are 65536, or 64 times 1024 bytes (1K). That means there are 65536 little boxes, each of which can hold a single number. Now what the number means in any one location varies depending on what the location is. A lot of the first bunch of locations in memory, amounting to about 16K of memory, is taken up by the system. This means that certain locations do something to the system if you poke a value to them. Some areas cope with sound, some with graphics on the screen. Some areas cope with colour.

For example, in previous programs we encountered the command:

```
POKE 53280,6: POKE 53281,6
```

The two locations 53280 and 53281 are the screen and border colours. If you POKE a number between 0-15 to these locations it will set the colour of the screen to any of the 64's palette of 16 colours.

When we use these system commands it is advisable to use a simple trick to avoid having to type in the memory location numbers all the time. Like so:

```
C=53280
POKE C,6: POKE C+1,6
```

Much simpler, isn't it? I'll be doing a bit more on this in the next issue when I talk about proper bitmapped graphics (and what bitmapping is), and much later when I do the bit about making sound and music.

If you can't wait for me to get around to this information in full, you can find more information about where all the memory locations are and what they do in the jolly old bible, the "Commodore 64 Programmers Reference Guide".

CHARACTER GRAPHICS

One of the simplest ways to get graphics in your programs is to use the character graphics, ie. the shapes on the front of the key tops. With proper use of colour you can simulate a great many shapes and pep up your text, without having to resort to anything more complex than that.

One of the simplest type of graphic, and one of the most effective is shown in all our programs this month. The act of putting a border around some text enhances it, gives it impact, and sets it apart as the title of the program as a result.

You simply type the PRINT part of the statement, followed by the " symbol and then the top curve symbol, which you can get using SHIFT-U. Then print a number of the straight line symbol using SHIFT-C. (The amount you do will depend on the size of the box you want to draw. Then top off the line with a top curve going the other way, using SHIFT-I. Check out this month's listings for more exact details about how to arrange character graphics on your page. By and large if you want to make a box on the screen you need to press shift-U, then 36 straight line characters using shift-C, then top it with a shift-I. Then you need to type a new line beginning with shift-B to create a straight line up, followed by 36 spaces and/or some text,

Homework prob no. 6

The Simple Motion program this issue is very nice, but how about doing a scrolling message across the bottom of the screen. Use up to 255 characters, including spaces, and create a scrolling text demo of your very own. Send to me at Homework Prob number 6 c/o me at the usual address and I'll print the best one next time.

Your letters

If you have any questions about the Basic programming language, then please send you letters to: Phil South, Back To Basic, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2AP. Not much space for letters this month, but I'll just jab one in, and that is from K Parker of Essington, Staffs.

'I bought my 7 year old son a C64 for Christmas. I have done my level best to work through the manual provided, but find it difficult to grasp. We seek to dabble in some form of computer programming – and have even tried to acquire a Simon's Basic cartridge – but there aren't any. Issue 8 of *CF* is the first we have ventured to read, and your series Back To Basic, looks to be a move forward to us. We have tried to get books compatible with C64 Basic, but these are American print and not available easily. The C64 manual seems to assume prior knowledge of the commands. Would you advise us on how we can get our hands on a guide book that we can readily understand.'

Although the 64 has some commands specific to it, in the main it is a very standard Basic. Try Donald Alcock's "Illustrating Basic" as the initial guide to how it works, then move on to the Programmers Reference Guide, an expanded version of the basic manual you get with the machine. I know it's confusingly written, but all the info is in there if you look. And also, you could try getting the back issues of CF with this column in, as the series has built up from very elementary stuff to quite sophisticated stuff. Other than that, try Computer Bookshops on (phone) number, who may be able to shed some light on the subject. Failing that why not ask the local library to check the Books In Print database? Stick with* CF*, I would.

Step by step

1. PEEK looks into memory, and POKE actually puts a value in to memory.

2. We also were introduced to the concept of character graphics, and we also learned how to use them in our programs to make them look prettier.

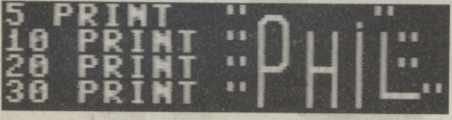
plus another shift-B on the end. Then the bottom line is a shift-J, 36 spaces, then finally a shift-K to close the box. You should now have a round cornered box in which you can put the title of your program.

The uses to which you can put character graphics are numerous, and you could even write a game program in Basic which uses just character graphics. The trick here is that when you want to move a character graphic across the screen you have to blank it out with a space. So you write print statements containing what we call a trailing space:

```
PRINT " O"
```

So if you were moving the O to the right you'd do that, so that as you print the O each time you are also printing a space to blank out the previous O you typed.

Experiment with character graphics to see what you can come up with. Try building up a whole screen with them, matching them together in PRINT statements to create a large coloured graphic. If you are clever you can even create large text, like so:



```
5 PRINT "
10 PRINT "
20 PRINT "
30 PRINT "
```

Or you can even do it with normal text characters like / and _:

```
PRINT "     ___  _  _  _  _"
PRINT "  /   / //_// // //"
PRINT " /__/ / _ / // //_____"
PRINT "//     // // // /______/"
```

That's about the size of it for character graphics. Experimentation is the only way you'll really grasp the uses of these great built in graphics, so try them out in various combinations as much as you like.

GOODNIGHT

Next month I'll move on to making your own Sprites in detail, and ways of moving them around on the screen. As well as all that, I'll be taking a special first look at C64 bitmapped graphics, something which in some ways is very hard to grasp at first, but in practise gives you the power to create professional looking graphics on the your favourite machine. As a sneak preview, why not check out Inside Info in *CF7*, and read the fractal-programs. These are good examples of the sort of thing I'll be talking about. See you then, for more Back To Basic!

Blow by blow

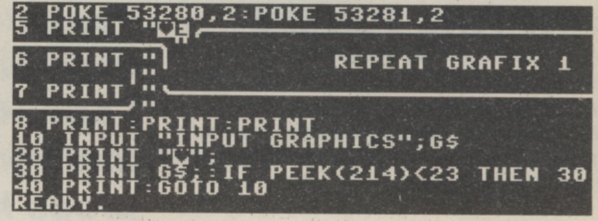
Those listings in full...

There are three fun and fruity programs this month, and these bring us in to the realm of computer art. Each program produces a different effect using similar tactics, and each has its own trick which you can use in your own progs.

PROGRAM 1

Repeat Grafix

This program draws a repeated pattern on the screen, which it takes from you in an INPUT statement.
Line 2 sets up the colour of the screen and border.
Lines 5-7 clear the screen, set the ink to white, and create the title bar using character graphics.
Line 8 makes a few spaces to clean up the look of the program.
Line 10 asks for the graphics you want in the repeated screen. Five graphics characters are best as the page ends neater. Press shift and a set of graphics characters.
Line 20 clears the screen and sends the cursor back to the top left of the screen, by printing the CLR/HOME control character.
Line 30 is the really tricky one. This checks to see if memory location 214 is less than 23. Location 214 in memory is the "current cursor physical line number", which means as soon as the cursor gets to line 23, the program will stop looping around back to line 30.
Line 40 throws in a PRINT, and sends us back to the start at line 10. Obviously, when you get tired of whizzing round the program, you can quit out by hitting the RUN/STOP key.

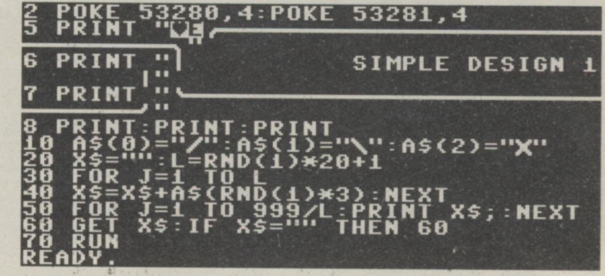


```
2 POKE 53280,2:POKE 53281,2
5 PRINT "♥E╭
6 PRINT "│                    REPEAT GRAFIX 1
7 PRINT "╰
8 PRINT:PRINT:PRINT
10 INPUT "INPUT GRAPHICS";G$
20 PRINT "♥";
30 PRINT G$;:IF PEEK(214)<23 THEN 30
40 PRINT:GOTO 10
READY.
```

PROGRAM 2

Simple Design

Lines 2-8 are the same as Program 1.
Line 10 lets the variables A(0), A(1) and A(2) equal some graphics characters that strangely enough link together to make shapes.
Line 20 lets X$ equal "", which in terms of string variables is nothing. Then it lets L equal a random number times 20, then adds one.
Lines 30-40 set up a short loop, lasting for L steps (depending on what L was randomised to!). X$ (nothing) is then added to itself (nothing again) and a random choice of one of the three graphics characters. This happens L times.
Line 50 is another loop, and this one is 999 steps divided by L, whatever that was. Then the current value of X$ is printed to the screen, basically a random selection of the three graphics characters.
Lines 60-70 waits for a key to be pressed, and when one is the program goes on to the next line, which is RUN, so the program starts again from scratch.

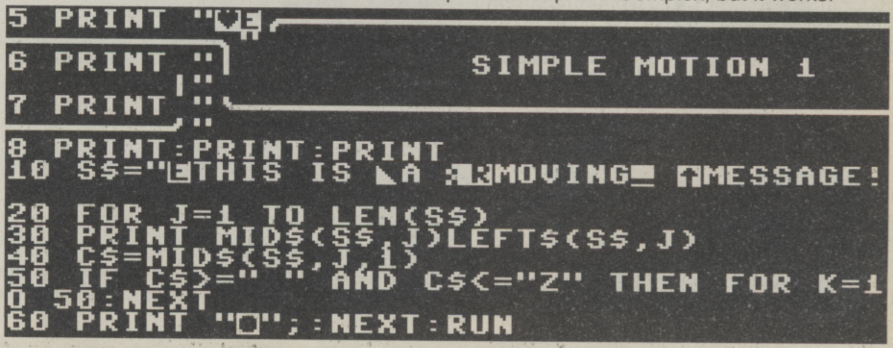


```
2 POKE 53280,4:POKE 53281,4
5 PRINT "♥E╭
6 PRINT "│                    SIMPLE DESIGN 1
7 PRINT "╰
8 PRINT:PRINT:PRINT
10 A$(0)="╱":A$(1)="╲":A$(2)="╳"
20 X$="":L=RND(1)*20+1
30 FOR J=1 TO L
40 X$=X$+A$(RND(1)*3):NEXT
50 FOR J=1 TO 999/L:PRINT X$;:NEXT
60 GET X$:IF X$="" THEN 60
70 RUN
READY.
```

PROGRAM 3

Simple Motion

Lines 2-8 are the same as Program 1 and 2.
Line 10 sets up S$ to contain the message you want to move.
Line 20-50 forms the main program loop and this gets the length of the string using LEN(S$), and the MID$(S$,J)LEFT(S$,J) combo to take the line and shift it to the left.
Line 50 sets up a sub-loop to test to see if the chars in C$ are greater than space or less than Z.
Line 60 prints a cursor up character and starts again by ending the loop and running the program again. Complex, but it works!



```
5 PRINT "♥E╭
6 PRINT "│                    SIMPLE MOTION 1
7 PRINT "╰
8 PRINT:PRINT:PRINT
10 S$="ETHIS IS ◣A ▚MOVING▁ ↑MESSAGE!
20 FOR J=1 TO LEN(S$)
30 PRINT MID$(S$,J)LEFT$(S$,J)
40 C$=MID$(S$,J,1)
50 IF C$>=" " AND C$<="Z" THEN FOR K=1
0 50:NEXT
60 PRINT "□";:NEXT:RUN
```

INSIDE IN

Technical bod* Paul Lyons *returns with more creative code contributed by* Commodore Format *readers the world over. Font fetishists and* Vidcom *artists will find some helpful progs herein. And if you want to know how to write a typed letter without a word processor, don't turn the page!

FONT FINE TUNING

If you liked the font creator in CF3, but couldn't come to terms with the binary numbers needed to make the characters, here's a little routine that allows you to draw the character on screen and the program will tell you the numbers to type in.

Dear Paul,
Here is a program I have written which I think may prove useful to some Inside Info readers. The program allows you to easily design characters to put into the font program in *CF3*. The program displays an 8X8 grid with a cursor which can be moved using the cursor keys. You can 'set' a block by pressing 'Q' or un-set (clear) a block by pressing 'W'. Pressing 'C' will clear the grid. As you alter the contents of the grid, the eight numbers down the side of the grid will alter accordingly. These numbers are the ones to be put in the data lines of the character set program – the top one first, bottom one last.

I haven't put any REM statements explaining the different parts of the program, in order to save typing time. But if you're interested, the program can be broken down as follows:

0-130 Set up screen and cursor (which is a sprite)
140-270 Main loop which scans keyboard, moves cursor, and jumps to subroutines
280-290 Subroutine to set a point
300-310 Subroutine to un-set a point
320-340 Subroutine to update character data

Andrew Gale, Weston Super Mare

```
0 REM ** CHARACTER EDITOR **
10 REM ** BY ANDREW GALE **
20 CLR:POKE 53280,0:POKE 646,5
30 PRINT CHR$(147)
40 FOR I=0 TO 62:POKE 832+II,O:NEXT
I
50 POKE 832,255:POKE 853,255
60 FOR K=835 TO 850 STEP 3:POKE
K,129:NEXT K
70 POKE 2040,13:POKE 53287,1:POKE
53269,1
80 POKE 211,0:POKE 214,12:SYS 58732
90 PRINT"Q:SET PIXEL W:CLEAR PIXEL
C:CLEAR CHAR"
100 FOR D=1 TO 8:FOR I=1 TO 8
110 POKE 1024+(D*40) +I,46:NEXT
I:NEXT D
120 FOR Y=1 TO 8:GOSUB 320:NEXT Y
130 X=1: Y=1
140 IF X>8 THE X=8
150 IF X<1 THEN X=1
160 IF Y>8 THEN Y=8
170 IF Y<1 THEN Y=1
180 POKE 53248,24+(X*8):POKE
53249,50+(Y*)
190 GET A$:IF A$=""THEN GOTO 190
200 IF ASC(A$)=157 THEN X=X-1:GOTO
140
210 IF ASC(A$)=29 THEN X=X+1:GOTO
140
220 IF ASC(A$)=145 THEN Y=Y-1:GOTO
140
230 IF ASC(A$)=17 THEN Y=Y+1:GOTO
140
240 IF A$="Q"THEN GOTO 280
250 IF A$="W"THEN GOTO 300
260 IF A$="C"THEN GOTO 20
270 GOTO 190
280 POKE 1024+((40*(Y))+(X)),160
290 CR(Y)=CR(Y) OR 2 (8-X):GOSUB
320:GOTO 140
300 POKE 1024+((40*(Y))+(X)),46
310 CR(Y) =CR(Y) AND (255-(2 (8-
X))):GOSUB 320:GOTO 140
320 D$=MID$(STR$(CR
(Y)),2,LEN(STR$(CR(Y)))-1)
330 IF LEN(D$)<>3 THEN
D$="0"+D$:GOTO 330
340 POKE 211,10:POKE 214,Y:SYS
58732:PRINT D$:RETURN
```

Andrew also sent me the first issue of his new fanzine, 64 Programmer, *for both techies and non-techies alike who are interested in programming the C64. The idea is that any readers can send in programs, hints, tips and cries for help to be published in future issues. It's an excellent first ish, packed with news, progs and the like and well worth the asking price of 30p + SAE. Get your own copy from Andrew at 26 Stodelegh Close, Worle, Weston-Super-Mere, Avon, BS22 0QB.*

WORD PROCESSING ON THE CHEAP...

Dear Inside Info,
I'm writing with a question. Now it may not be much, but it has got me stumped. Now my brother lives in Wales and I live in W.S.M. and if we find any useful programs, like you have in your mag we try them out and I will send him a tape or vise-versa (I dont mean copies of games, just printed listings from mags) I hate piracy!

Now how can I make a letter on the tape: you know, like a written letter but printed out on screen when he loads the tape? Can it be done? when I try I keep getting errors. I hope you can tell me, as it's been annoying me for ages. I haven't had a C64 for long, so excuse my ignorance.

R G Lewis, Weston Super Mare

... Just ask and you shall receive.

Dear Inside Info,
Here is a little word processor for people who don't have *EasyScript* or anything like that. To write a letter, just put your words in data statements at the end of the program, using the formatting instructions to put them where you want them to go on the page.

The formatting codes are:
'#' =PUSHES THE DATA TO THE OTHER SIDE
'&' =KEEPS DATA TO NORMAL SIZE
'$' =GOES 2 LINES DOWN FOR NEW PARAGRAPH
'*' = CENTRES THE DATA IN THE MIDDLE OF THE PAGE

One example Is below:

```
1000 DATA"#COMMODORE FORMAT"
1001 DATA"#33 MONMOUTH STREET
1002 DATA"#BATH"
1003 DATA"#AVON"
1004 DATA"#BA1 2BW"
1005 DATA"#28TH APRIL 1991"
1006 DATA"#DEAR INSIDE INFO"
1007 DATA"&
....................................."
1008 DATA"$THE PROGRAM ENCLOSED
WORKS BY COLLECTING DATA (WHICH YOU
PUT IN)"
1009 DATA"FROM LINES 100+ INCLUDING
THE CODE FOR THE POSITION OF THE
DATA"
1010 DATA"$THE CODES ARE:-"
1011 DATA"*'#' =PUSHES THE DATA TO
THE OTHER SIDE"
1012 DATA"*'&' =KEEPS DATA TO NORMAL
SIDE"
1013 DATA"*'$' =GOSE 2 LINES DOWN
FOR NEW PARAGRAPH
1014 DATA"*'*' =CENTRES THE DATA TO
THE MIDDLE OF THE PAGE"
1015 DATA"$ ONE EXAMPLE IS BELOW:-"
```

NB: This program only prints. To see it on screen add this to your program.

NFO

```
4 READ A$
5 PRINT A$
6 GOTO 4
```

```
1 REM**LETTER SET OUT FOR PRINTER
2 REM**BY M.C.WILSON
3 REM**DERBY
10 CLR:LL=60:TL=80.QQ=(TL-LL)/2:DIM
A$(20):PRINT" "
15 FOR Z=1 TO LL+QQ:S$=S$+" ":NEXT Z
20 OPEN 4,4:CMD 4:LE=0:GOTO 800
100 READ D$
102 K$=K$+" ":IF LEFT$(K$,1)="*"
THEN LE=0:GOTO 600
110 IF K$=" " THEN
PRINT#4,CHR$(13):CLOSE 4:END
115 IF LEFT$(K$,1)="&"THEN
LE=0:PRINT#4,CHR$(13);:GOTO 400
120 IF LEFT$(K$,1)="$"THEN
PRINT#4,CHR$(13):LE=0:GOTO 400
130 GOTO 452
400 K$=RIGHT$(K$,LEN(K$)-1)
450 IF LEN(K$)<1 THEN 100
452 IF LE=0 THEN
PRINT#4,,LEFT$(S$,QQ);
455 FOR L=1 TO LEN(K$)
460 IF MID$(K$,L,1)=" "THEN
KK$=LEFT$(K$,L):K$=RIGHT$(K$,LEN(K$)
-L):GOTO 480
470 NEXT:GOTO 100
480 GOSUB 500:GOTO 450
500 IF LEN(KK$)>L+1 THEN 950
505 IF LE+LEN(KK$)>LL THEN
PRINT#4,CHR$(13);LEFT$(S$,QQ);:LE=0
510
LE=LE+LEN(KK$):PRINT#4,KK$;:RETURN
550 RETURN
600
PRINT#4,CHR$(13);LEFT$(S$,QQ);:IF
LEN (K$)>LL THEN 960
610 PRINT#4, LEFT$(S$,((LL*.5)-
(LEN(K$)-1)*.5))
RIGHT$(K$,LEN(K$)-1):GOTO 100
800 READ X$:P=P+1:IF
LEFT$(X$,1)<>"#"THEN 900
810 A$(P)=RIGHT$(X$)-1):IF
LEN(A$(P)))HL THEN HL=LEN(A$(P))
815 IF HL>LL THEN 950
820 GOTO 800
900 IF P=1 THEN RESTORE:GOTO 100
910 P=P-1:FOR Z=1 TO P
920
PRINT#4,LEFT$(S$,QQ);LEFT$(S$,(LL-
HL))A$(Z):NEXT Z:K$=X$:GOTO 102
950 PRINT#4," ":PRINT" FORMAT ERROR-
WORD TOO LONG" :CLOSE 4:END
960 PRINT#4,CHR$(13):PRINT" FORMAT
ERROR-CANNOT CENTRE LINE":CLOSE
4:END
100 REM**START DATA HERE
```

Matthew Wilson, Derby

MOVING PICTURE SHOW

Recently I've had quite a few letters about the Vidcom *art package, most of which were about some kind of short program that would allow you to view pictures created in* Vidcom *without having to load the whole program first. Below are the two best listings (the first is for disk users, the second for tape users), that really speed up the whole process.*

Dear Inside Info,
After reading your article on the *Vidcom* utility, I was inspired enough to give it a go. After three months of tinkering, I've finally drawn some pictures. The problem with *Vidcom* is that to view your picture you have to load up *Vidcom* itself then load in your picture. This is time consuming (and the flashing cursor always obscures some part of your picture anyway) and boring. So – here's a program which loads *Vidcom* pictures without *Vidcom*.

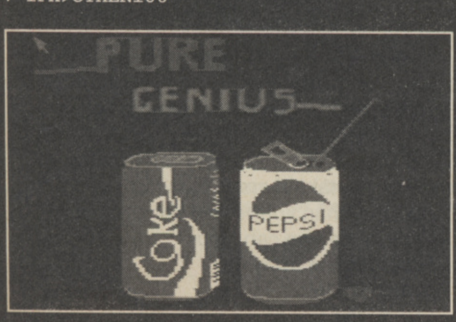
There are two programs (disk and tape). With a few minor alterations you could even turn the programs into demo creators.

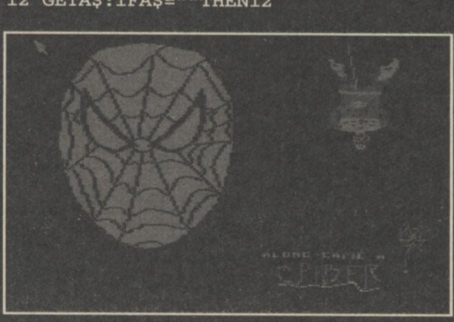
```
0 REM **** VIDCOM PICTURE SHOW
2 REM **** HENRY (1991) ****
3 REM **** THANKS TO DC FOR SOME
POKES ****
5 REM
6 REM CORE PROGRAM
7 IFX>OTHEN100
11 PRINT "ARE YOU READY?"
12 GETA$:IFA$=""THEN12
15
FORI=OTO32:READA:POKE4096+I,A:NEXT
20
POKE56576,254:POKE53265,59:POKE53270
,24:POKE53272,120
30 POKE53280,0:POKE53281,0:REM SET
UP SCREEN AND POKE COLOURS
34 REM PRESS SPACE TO LOAD
35 GETA$:IFA$=""THEN=X+1:ONX-
GOTO110,120,145:REM ALTER THIS LINE
ACCORDINGLY
40 REM PUT WHAT YOU WANT HERE E.G
MUSIC, SPRITE MOVEMENT, FLASHY BOR-
DER ETC
100 SYS4096:GOTO35
105 REM PUT YOUR FILE NAMES HERE
110 LOAD"B.SPACE", 8,1:REM LOAD PIC
1
120 LOAD"B.SPACE",8,1:REM LOAD PIC
2,ETC
145
POKE56576,23:POKE53265,27:POKE53270,
200:POKE53272,21:REM BACK TO NORMAL
150
DATA169,88,133,252,169,216,133,254,1
69,0,133,251,133,253,
168,177,251
160
DATA145,253,200,208,249,230,252,230,
254,165,254,165,254,201,220,208,239,
96
```

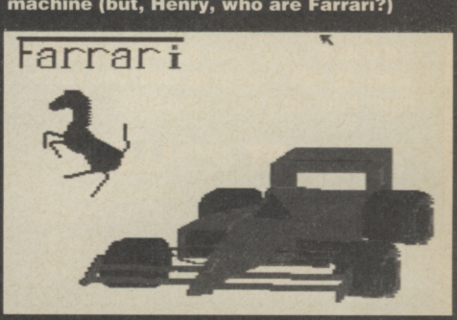
```
6 REM CORE PROGRAM (TAPE VERSION)
7 IFX>OTHEN100
11 PRINT"ARE YOU READY?"
12 GETA$:IFA$=""THEN12
15
FORI=0T032:READA:POKE4096=I,A:NEXT
20
POKE56576,254:POKE53265,59:POKE53270
,24:POKE53272,120
30 POKE53280,0:POKE53281,O:REM SET
UP SCREEN AND POKE COLOURS
34 REM PRESS SPACE TO LOAD
35 GETA$:IFA$=" "THENX=X+1:LOAD"
",1,1:REM TAPE USERS DON'T NEED FILE
NAMES:IF A$="E"THEN145:REM IF E KEY
PRESSED THEN BACK TO NORMAL
40 REM PUT WHAT YOU WANT HERE E.G
MUSIC,SPRITE MOVEMENT, FLASHY BORDER
ETC
100 SYS4096:GOTO35
145 POKE56576,23:
POKE53265,27:POKE53270,200:POKE53272
,21:REM BACK TO NORMAL
150 DATA 169,88,133,252,169,216,
133,254,169,0,133,251,133,253,168,17
7,251
160 DATA 145,253,200,208,249,230,
252,230,254,165,254,201,220,208,
239,96
```

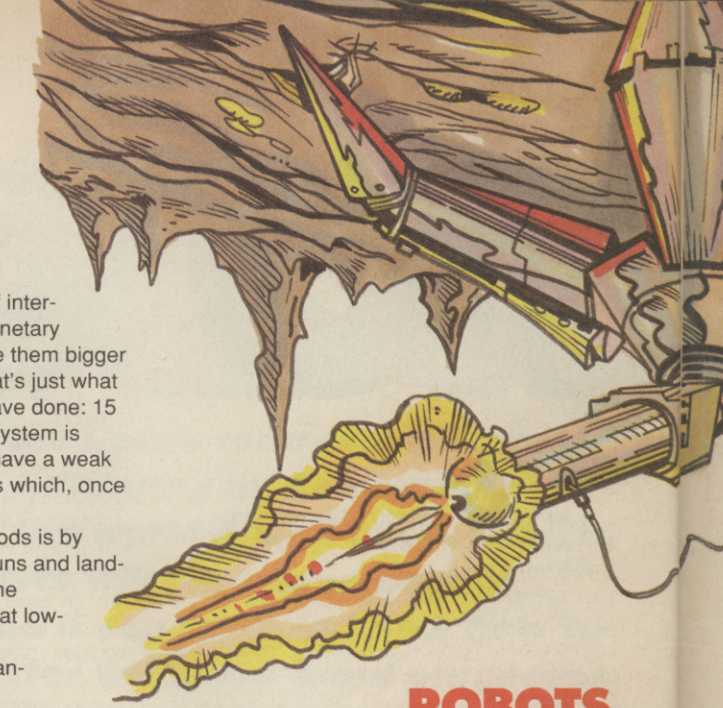
I have sent you a disk with an example of what this program can do. Note there are 5 pictures. Perhaps this program may encourage other people to send in their pictures.
Henry Fong, Liverpool

Thanks to Henry for these pictures too, sent along with his *Vidcom* file loader. From left to right: Pure Genius (the soft option), Spiderman (without a trace of arachnophobia) and a Formula 1 mean machine (but, Henry, who are Farrari?)









Limpet guns give *Thrust* pilots a hard time. They're easy to destroy but there's always another round the next corner

THE CF COMPENDIUM OF MEAN ...HI-TECH HARDWARE

Blaxapharpods, music lovers of Joom, have eight ears, making their personal stereos the most expensive in the universe. Gordon Houghton aquaints himself with some the cool kit aliens have used in shoot 'em ups

Any alien worth its weight in slime and rubber invests in the latest xeno-technology. This usually means that games are packed with space ships, walkers or gun emplacements – but some defence systems also incorporate traps, doors, gravity fields and other gadgets.

Many of these are so weak they could be overcome by a small cube of jelly armed only with a jug of warm water; but some (the ones in this selection) are tough enough to test the biggest guns and hardest fighters. If you like your tea at just the right temperature and think fondant fancies are the best thing since barm cakes, steer clear; if you eat metal for breakfast and have any relations called Schwarzenegger, take up the challenge.

SUPER DREAD NOUGHTS

If you're going to send a fleet of interstellar cruisers to conquer a planetary system, you might as well make them bigger than a blimp with bad wind. That's just what the alien invaders in *Uridium* have done: 15 super-dreadnoughts later, the system is theirs. Luckily, the dastardlies have a weak spot: each is driven by fuel rods which, once removed, vapourise the craft.

The only way to get to the rods is by engaging in low-level strafing runs and landing on a strip at the far end of the dreadnoughts. The trouble is that low-level flights often meet up with low-level walls – and in the meantime these luvly pouting space leviathans are guarded by innumerable fighter formations which shoot first and shoot again later. Pack a pair of brown trousers.

LOCATION:
URIDIUM

DANGER FACTOR 🧻

DEFENCE FORCE

This is an odd kettle of fish, since the aliens are on the receiving end of a leisure industry. This involves people like you and me paying money to have an alien safari on the four planets in the Numm system: Gibba, Grone, Shreek and Snuff.

These worlds are populated by beasties armed to the teeth with sophisticated space craft, rotary and switched barrier defence mechanisms, ground emplacements, intelligent missiles and even the odd reverse gravity generator. This adds up to a sticky soup of unending misery for the xeno-connoisseur, and only comes recommended to people who can pull hairs from both nostrils at once.

LOCATION:
BLOOD MONEY

DANGER FACTOR 🧻🧻🧻

ROBOTS

In 2150 a vicious plague wiped out almost the entire colonist population of Tau Ceti III. The planet was abandoned to its robot maintenance systems which, after a meteor impact, ran amok. By 2171 these robots assumed control, turning the planetary defences on any invader – human or otherwise.

None shall pass: insane robots guard Tau Ceti III

The core of this defence system is a massive fusion reactor in the planet's capital city, Centralis: it supplies power direct to laser towers, proximity mines and heavily armed fortresses. In addition, three grades of robot hunter and guardian crawlers are on the look-out for invaders. Defeating them is about as easy as falling off a log that someone has nailed you to.

LOCATION:
TAU CETI

DANGER FACTOR 🧻🧻

GORGANITOR

The invading forces of Gorganitor have always had an eye on the friendly world of Jaraloba. For one thing, they like the name more than their own; for another, Jaraloba is at the centre of everything from purple shirts to interstellar cruisers. This is why the Gorganitorinis have launched just about the biggest invasion force you're ever likely to flee from. This includes a fleet of motherships protected by hordes of Gamma fighters, speedy Cruisers equipped with Xanthallian shields, and very heavily armed Saucers – all of which take more Proton Helix charges to destroy than you've had hot dinners. In space, no one can stop you running away.

Waiting for the onslaught to end? Don't!

LOCATION:
SENTINEL

DANGER FACTOR 🧻🧻

THE FEAR FACTOR

Is it just a turbo-powered Skoda or could it wipe out a fleet of Millennium Falcons before 6.30am? Does it have gadgets a-plenty or the kind of features you get in a 2CV? These ratings take into account not only the size of the hardware involved, but also its natty parts and its ability to slow you down

3 TOILET ROLLS

🧻🧻🧻 **Hardware like this is a toilet roll manufacturer's dream. If it doesn't have you packing a gross of spare sheets in your pocket, you can't have eaten in a very long time.**

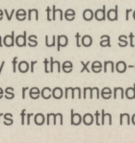
2 TOILET ROLLS

🧻🧻 **If an alien has this kind of weaponry in its possession, you're advised to take the first bus home. Alternatively, you could fight on and lose a leg or three.**

1 TOILET ROLL

🧻 **Awkward: you don't face disaster, but this is no laugh-a-minute encounter either. Lose your concentration and you could lose a couple of prized possessions with it.**

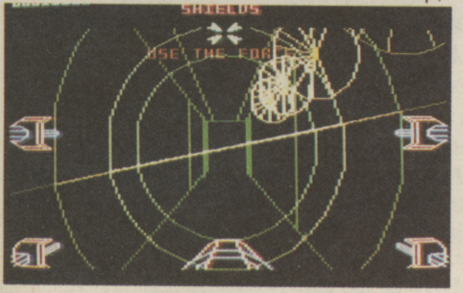
A TEDDY BEAR



Defence forces this easy were made to be wiped out. Except by a few people who blanch at joystick blisters and run away from rubber plants.

DEATH STAR

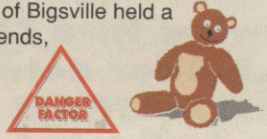
Anyone familiar with the Star Wars trilogy (and who isn't?) will know all about the Empire's ultimate weapon. Larger than eight billion Jaffa oranges put together in a vaguely spherical shape and more destructive than a million bulls in a small china shop, it is capable of destroying whole planets at one go, using a single-beam laser.



Pop one down the pipe and retire immediately before the Death Star does a firework

It's all powered by a massive internal generator – which also proves its downfall. Clever fighter pilots flying along trenches on the Death Star's surface can easily pick out exhaust vents which lead straight to the generator's heart. A couple of plasma bolts in the right place quickly turn the biggest thing since Mr Big of Bigsville held a party for his big friends, into nothing.

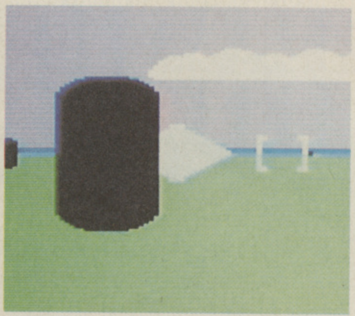
LOCATION: *STAR WARS*



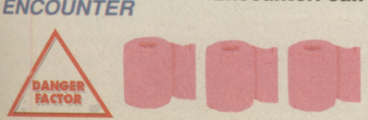
SAUCERS

If you're looking for the best saucers on the C64 you're a fool, but here they are anyway. They're all tough, intelligent and about as friendly as the love-child of a Rottweiler and a rhino. You face them on a flat, circular wrap-around landscape pock-marked with invincible barriers: the saucers appear randomly and either eject missiles (which hit you if you stand still) or they rush towards you on collision course. Try to track them and they disappear at high speed or hide behind barriers. Fail to track them and you die.

LOCATION: *ENCOUNTER*

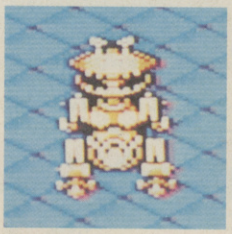


Things hide behind pillars in *Encounter*: can't blame 'em really



REPTILONS

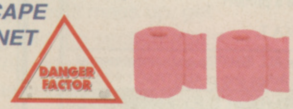
What's huge, metallic, and has a mouth full of razor-sharp teeth? Anyone who answered, 'Hmmm – that sounds mighty like a Reptilon to me,' should have no trouble defeating this overgrown lizard – with an adequate supply of bombs. First of all you have to get past the initial wave of Reptilon defences – approximately one zillion robot monsters, none of which will stop homing in on you until you feed them a hot and spicy laser sandwich.



Big and oily robots can be so inhuman sometimes...

The Reptilons themselves are no pushover: their feet are fast and they have a habit of stomping on superheroes. Move right or left and they chase after you: head in a diagonal and they try to intercept you. The best tactic is to lay as many bombs as possible and run away. Simple really.

LOCATION: *ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS*

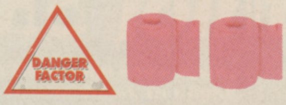


WALKER

Walkers are as common as ferrets in a Yorkshireman's trousers these days – if you pop into Tescos you'll probably see one buying cheese for a fondue. If you leave them alone they leave you alone, despite usually being armed to the grommets with lasers, missiles and over-ripe vegetables.

Not so the Walkers in *Armalyte.* These little beauties are bar stewards of the highest order: intelligent enough to hop over any ground obstacles they encounter, they track your craft by running ahead of it, turn around when the optimum laser range is achieved and shed a ton of trouble on your head. They are pretty easy to defeat (a couple of shots will do it) – but the trouble is flying down to their level without striking the ground or being blasted on the way.

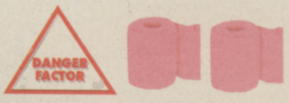
LOCATION: *ARMALYTE*



COMPUTER DEFENCE

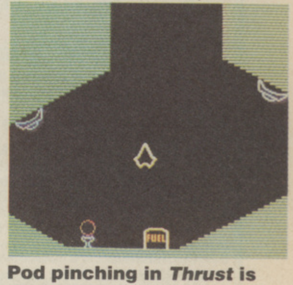
What would you do if you were trapped on an artificial alien world which was about to conquer the entire known universe? Well, you'd probably say to yourself, 'I bet this place has a central computer system which needs a password to shut it down, and it's probably guarded by fleets of alien fighters. Not only that, but I reckon that once I escape from this world, there'll be four more, each one packed with a new difficulty to overcome, such as random transporters, traps, opening and closing gates and even tougher fighters; in all, a pretty hot defence system which will be a tough nut to crack and no mistake.' If so, you would have forgotten to mention the robot droids patrolling the buildings but we'd give you 8 out of 10 for effort.

LOCATION: *PARALLAX*



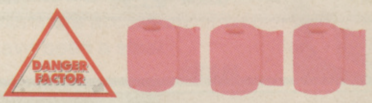
LIMPET GUNS

The Empire's storage planets are packed with Klystron pods – the only fuel that can power battle-grade starships. The resistance has captured several of these craft – and has sent a fleet of armed cargo carriers to capture some pods. The Empire isn't stupid however: each of the pods is guarded by a severe defence force, including limpet mines powered by mini nuclear generators, switched subterranean doors and reverse gravity fields. Perhaps the most effective defence is the terrain: most of the pods are stored inside hazardous caverns.

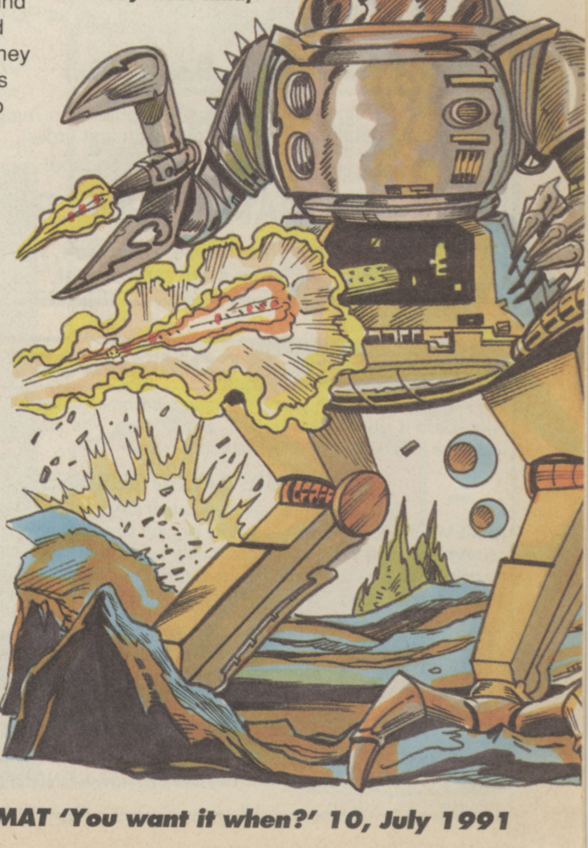


Pod pinching in *Thrust* is dangerous biz

LOCATION: *THRUST*



Preprogrammed and deadly: the kind of Walker adopted by forces in *Armalyte* (not that there's any nicer kind)



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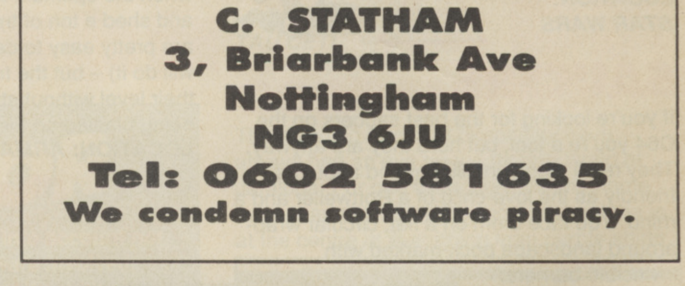

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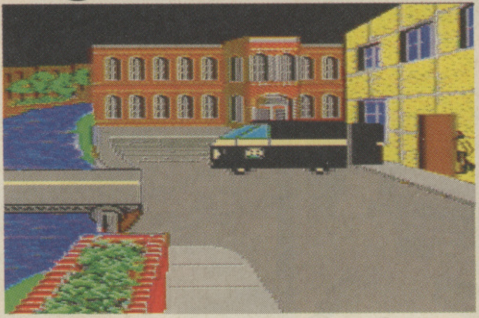
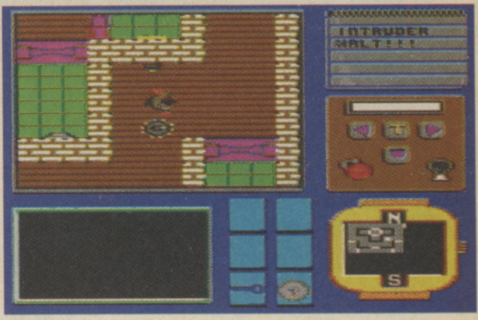
SECURITY ALERT

Are you smart enough to rob five top security establishments furbished with the latest in electronic surveillance and protection kit? Okay. Case the joints: there's a jewellery store, a museum, a bank, a research and development set-up and an embassy.

The main game screen is broken up to make it easy (!) for those not accustomed to 'lifting' to tread carefully. The main window tracks your character (and anything else in close proximity). It can do this by showing a plan or side view (some features are more identifiable in one view than in the other). You have to change the view yourself but either way the window displays all animated action.



Caught with your fingers in the till, as it were. Bungling burglars get a ride down to the station in a comfortable, er, police van



State of the art security systems include cameras (there's one on the wall above our pathetic pilferer) and a rather arresting robot!

Moving clockwise around the screen, the next thing you come to is the memo pad, which provides a record of your progress in the game: time, co-ordinates and clues are listed. Below this there's a representation of some of the keyboard. By clicking any of these keys (or their screen copies), not only can the perspective of the main window be altered but the direction of the view can be changed as well. During the game, you constantly have to check in front of you and behind you for devices, guards and so on. Being able to look 'all around' is vital. Just as useful as this panel, and directly below it, is a map which displays the deployment of everyone in the building. Indispensable info for the novice intruder.

> Without spoiling the plot, I'd say it pays to be greedy

Your inventory is a small grid of six boxes which store objects you find along the way; keys, for example. Beneath the main window is the close-up box. It magnifies the image of any object and allows you to tinker with that object. For instance, if you find a safe, get its image into the close up box. You select the appropriate tool from your inventory and move it over to the close-up window. Click once more and watch what happens.

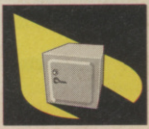
First time through you'll mess up, get caught and have to load the section again. After a couple of tries, you should have a grasp of the controls and a fighting chance of staying out of the guards' way. The more times you're detected the higher the state of alert becomes. If you can lay low for a while, the state of alert is lowered again (but you work against the clock as well).

One of your biggest problems is orientation. One infrared beam might cut across a corridor from wall to wall but another will run from ceiling to floor. You can slide or crawl your way passed either of them – but only if you've seen them first.

How do you know when you've succeeded? In addition to loot in general, each 'job' requires stealing a specific item. Without spoiling the plot, I'd say it pays to be greedy. The rewards ought to be great anyway: your first games invariably end in the slammer!

The cassette version is crippled by the multiload system. Only once you become competent will you minimalise data loads. And even then, you can't avoid having to reload a level every time Flakey Lightfinger gets caught. It's just plain unreasonable.

But for disk users, *Security Alert* offers something totally new, scary (if you turn off the lights) and demanding. It's not a game you should expect to get the hang of easily but it's completely different from anything else you're likely to come across. If only the tape version was more accessible, it would have been a steal.



SEAN

Game	***Security Alert***
Publisher	***First Star***
Cassette	***£11.50***
Disk	***£15.50***

POWER RATING

THE DOWNERS...

- Tape users will find that crime doesn't pay (thanks to the multiload)
- It really should have had a save game option
- Initially very difficult to get the hang of (because it's so unusual)

Graphics and sound effects are very primitive

100

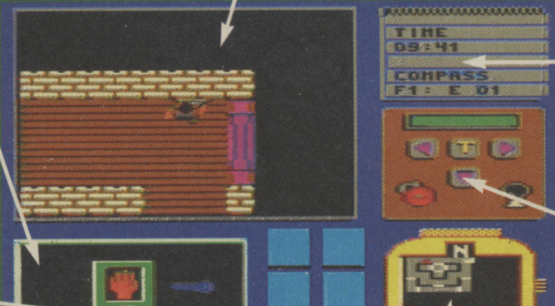
68%

0

- **Completely original game in an unusual style**
- **Five different missions to be attempted at three levels of difficulty**
- **Loads of traps to overcome**
- **Tense, atmospheric and rewarding gameplay for the cunning thief**
- **Well devised interface is easy to use and gives you all the info you need**

...AND THE UPPERS

Casing the joint



The main window is where all the action goes down. it's in plan mode (as opposed to side view). Our light fingered friend has moved up to the safe on the wall

The close up window allows you to take a tool and use it on an object. Here the wall safe is being opened with a key taken from the toolbox

Your inventory consists of six tool boxes. One item in a tool box can be 'carried' which means it works automatically whenever it's applicable

The memo pad: full of useful info this (time and coordinates). It also conveys guards' messages

Security status, direction and view selectors and alarm triggers

A very useful map can be called up on the crim's wrist watch. You show up as a white square, guards appear as black squares. The white lines are closed doors

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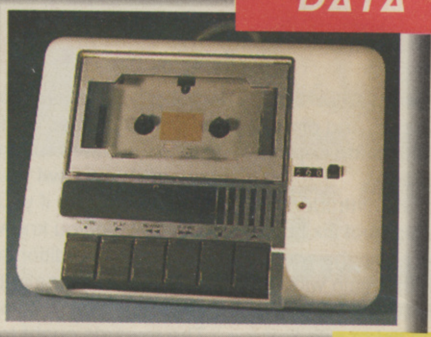

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THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

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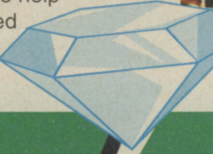
ARVI 3

GEM'X

Puzzle games, eh? They're like buses: you don't see any for ages and then three come along all at once. This particular brain strainer is a natty-looking title from those demon coders at Demonware (who share share an office with Snap! records – not a lot of people know that).

In *Gem'X* you aim to exactly replicate the collection of jewels in the right-hand pile by fiddling around with a pile on the left. You point at individual gems with the help of a standard issue disembodied hand. By pressing fire you cause that particular precious to drop in value by two units. The catch is that the gems above, below and to the left and right of it are also devalued by one unit.



Now all this unit-dropping is colour coded, and the extended traffic light affair in the centre acts as a permanent guide. As an example, clicking on a red gem causes it to turn blue and non-diagonally adjacent jewels to turn green. The difficulty arises when the surrounding stones are a variety of colours *and* have to be changed by different values. A stone's colour is altered twice when you click on any two adjacent gems; left, right, above or below (think about it).

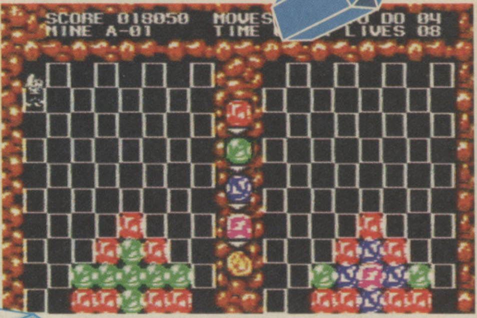
Once a gem has turned gold, any further decrease of value makes it disappear and the gems above fall into the vacant position. Later on, the pile on the right has fewer gems in it than the one on the left, so removing golds becomes an integral part of the puzzle.

Every screen has to be completed in a set number of moves and within a set time (yuk). A collection of screens is called a 'mine' and there are 26 mines, arranged in a tree formation. You choose your own route through this formation, so you can actually finish the game without having to solve every single screen (which is good, 'cause there are lots).

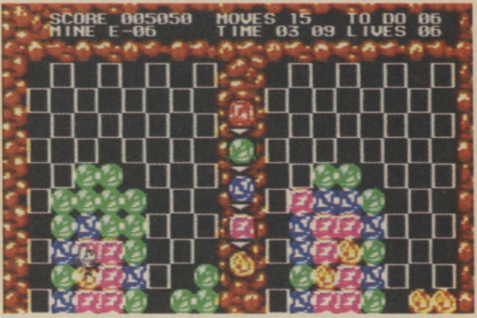
The game is introduced by Kiki – a dewey-eyed Japanese bimbette of dubious occupation – and a vaguely oriental theme is continued throughout by having monochrome intermission screens of scantily-clad (well, starkers) Japanese comic girlies concealing their embarrassment by soap suds or fluffy bunnies in discreet locations.

Gem'X is slickly coded and comes with neat visuals and a typically Germanic array of easily pleasing tunes and tinkly sound effects. Gameplay is strictly for puzzle addicts, since the action gets no more hectic than a column of gems cascading prettily down the screen. I can't vouch for the long-term playability – it doesn't take too long for you to see everything unfold. That just leaves it for the puzzles to become incredibly difficult. Limited by your moves (which also include retractions), you find that by the time you've experimented on the bigger screens, you've got no moves left or the timer's run out. Puzzle people who want another game (to burn even more of their brain cells) will shine to this.

STEVE



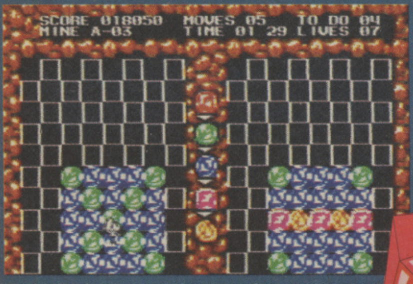
***Gem'X*'s screens vary from easy-peasy ones like this, where one click (on the centre greenie) will finish it off...**



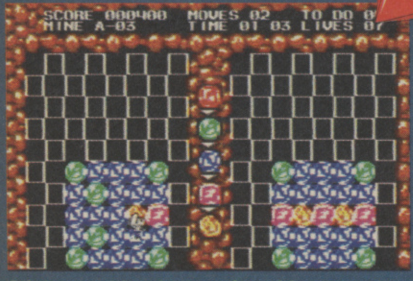
... to real terrors like this one. Mind you, this is a doddle compared to the screens you'll find in the last couple of mines!

Here's an in betweeny screen of... well... what does it look like?

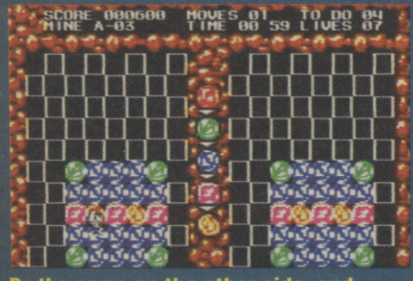
X-act copy



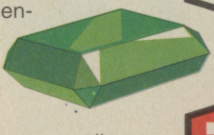
You've got to make the pile on the left look like the pile on the right

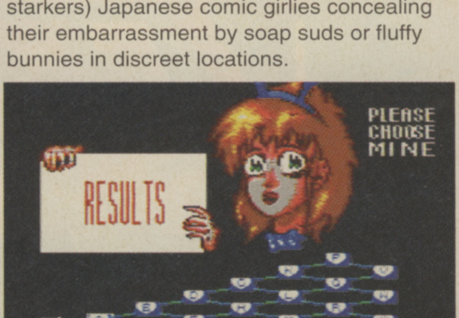


Click on a blue to turn it gold, generate a purple and kill the greenies too



Do the same on the other side, and Bingo! Another easy screen completed!





Here's Kiki and your route map. Finish seven mines and you've completed the game!

Game	**GEM'X**
Publisher	**Demonware**
Cassette	**£11.23**
Disk	**£15.31**

POWER RATING

THE DOWNERS...

- ■ No variation in the puzzle gameplay – it just gets harder...
- ■ ...And is too easy to begin with

100

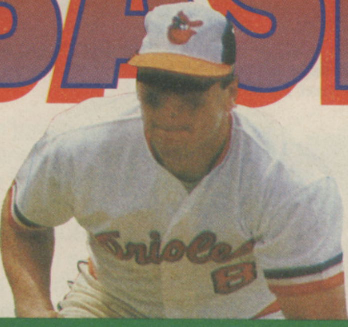
83%

0

- **■ Treat your ears to some stunning spot effects**
- **■ Limited moves and time-up really do get the adrenalin flowing!**
- **■ Very neat visuals – including those dubious intermission screens**
- **■ Beautifully simple yet annoyingly addictive: the urge to progress is very strong**
- **■ High quality programming: smooth, slick and glitch-free**
- **■ Choice of puzzles means no two games are identical**
- **■ Mulitload is handled as well as possible for tape users**

...AND THE UPPERS

WANNABEE BASEBALLERS, LISTEN UP!



WIN FIVE FAB BASEBALL BATS, BALLS AND CAPS!

WIN TEN INFLATABLE BATS!

WIN FIVE COPIES OF RBI2

The sun is beating down. The flowers are in full bloom. And tension mounts as the ball game in the park is about to start...

Yip, the *CF* team have been out and about playing baseball since the start of the good weather and it was on one of these sunny sojourns to the local park that we thought, 'Jeepers! How spiffy it would be if all of our beloved readers could be having this much fun.' In fact, the idea hit our Ed's 'ed around the same time as the baseball. Okay, so it was a bit of a pipe dream but we and Domark can at least offer five of you the chance to win some first class baseball kit.

Domark's new baseball sim' – *RBI2* – is on the verge of release (see the review on pages 72 and 73) and the luvverly folks there have passed on a load of gear to give away. All you need to do is answer the three question below, it's as simple as that.

The first five correct entries out of the hat each win a baseball bat and ball, an *RBI2* cap and a huge inflatable novelty bat. Five runners up will receive a cap and an inflatable only (*but they're much safer anyway, believe me – Sore Ed*).

Question 1

How long is the peak on a professional baseball cap?
- a) 25 feet
- b) Half a centimeter
- c) Ooh I dunno, two or three inches

Question 2

What is the furthest distance a baseball was ever hit in a professional league game?
- a) 300 miles
- b) Three yards
- c) I haven't a clue (and I don't think the *CF* team knows either)

Question 3

Which of the following is (unbelievably) a legitimate baseballing term?
- a) Eating worms
- b) Shagging flies
- c) Tickling spiders

Send your entries on a postcard or the back of a sealed envelope (by no later than July 26th please) to:

A whoosh, a thud and a dull ache compo
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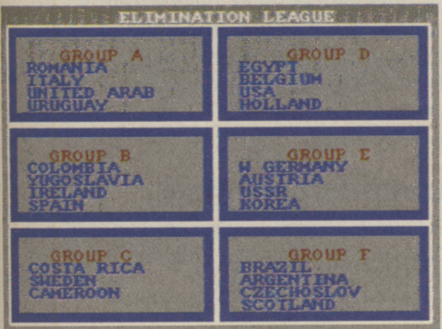
WORLD CHAMPIONSHIP SOCCER

After five minutes playing the real thing on the park after the FA Cup final, I was knackered. Retiring to the sidelines, I gave my trainers to a girl who promptly showed me the way they ought to be used by performing relentless sliding tackles in them. I was exhausted just watching. Proof positive that smoking is terminally stupid. Still, my tar filled lungs were strong enough to drag me in the direction of a 64 just as the latest armchair alternative for footballers with two left feet arrived from Elite. *World Championship Soccer* promises all the rewards of a career in soccer with none of the pulled hamstrings.

What the game offers is a choice of one-off football matches for one or two players or a one-player knockout tournament: the World Championship. Following your choice of game or games, a team selection screen presents itself in the form of a world map. Move the pointer over any country and up pops the option to play that team. Your opponent then chooses his team (unless you're playing the tournament, in which case your challengers are predetermined by the course of the competition itself). Play begins once both sides have selected teams.



ELIMINATION LEAGUE

GROUP A
ROMANIA
ITALY
UNITED ARAB
URUGUAY

GROUP D
EGYPT
BELGIUM
USA
HOLLAND

GROUP B
COLOMBIA
YUGOSLAVIA
IRELAND
SPAIN

GROUP E
W GERMANY
AUSTRIA
USSR
KOREA

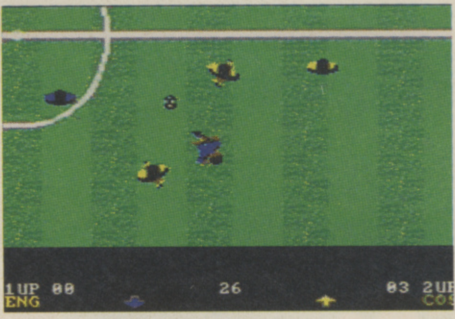
GROUP C
COSTA RICA
SWEDEN
CAMEROON

GROUP F
BRAZIL
ARGENTINA
CZECHOSLOV
SCOTLAND

Tournament time: don't expect to last too long until you've mastered friendly games

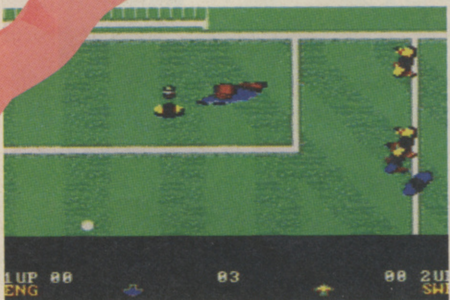
If you've ever played a soccer game before, nothing about the way the rest of *WCS* works will surprise you. Viewing the pitch from directly overhead, the screen scrolls in all directions to keep the ball in view at all times. You always play the blue team and your opponent always plays the yellow one (regardless of the countries you've chosen to represent). The player nearest to the ball is always the one under your control. All other players are managed by the computer until one of them becomes the player nearest the ball, in which case control of that player is immediately transferred to the (human) player.

A player is glued to the ball until he passes, shoots or ends up on the receiving end of a sliding tackle. Pressing the fire button makes the player with the ball kick it in the direction he's facing. Depending on whether the fire button is pressed while the joystick is being steered or not, the ball is kicked along the ground or high through the air. If the other side has possession, you can attempt a tackle by pressing the fire button as one of your players approaches the opponent with the ball. If you're successful, you'll be in possession straight away (though your opponent will try to tackle you again). Try the tackle from a distance and watch as players go sliding across the pitch. Match contests in *WCS* are never the boring 'safe' kinds of game you often see from the terraces.

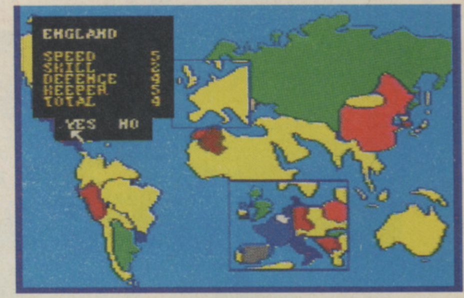


Mid field action and a sliding tackle that could teach Gazza a thing or two

Time is accelerated and players change ends at half time. The usual goal kick, throw in and corner taking rules of football apply but there's nothing in the way of an off-side rules and nobody ever seems to foul, no matter how wild their tackles are. This game should get a fair play award.



Having beaten the goalie, it only remains for this forward to walk the ball into the net



A world of choice of soccer teams

However, this review isn't over until the final whistle. *WCS* may be among the first division of footy games but it won't bring the Cup home. Throw ins, corners and goal kicks are all slow to operate and more inaccurate than they really needed to be. On top of that, matches are very difficult thanks to what seems to be a pre-programmed bias towards computer controlled players. Nor, it has to be said, does the game have the depth of play of *Kick Off 2*. The optional sound effects are nothing to scream from the terraces about either. But if you're as ham-fisted as me, the game will keep beating you 8-2 unless you play against the USA. England's recent successes aside, that seems realistic to me.

SEAN

Game	**WCS**
Publisher	**Elite**
Cassette	**£10.21**
Disk	**£13.27**

POWER RATING

THE DOWNERS...

- One player per tournament only.
- Very difficult at tournament level
- Slow response at set up, makes selection errors more likely
- Primitive looking sprites
- Forgettable sound effects
- Few game options

Limited control over throw-ins etc

100

0

66%

- **Smooth scrolling screen**
- **Choice of one- or two-player friendly games**
- **Pick your team from anywhere in the world**
- **Team stats available from selection screen**
- **Logical joystick control**
- **Opponents play fast and furious football**
- **Works wonders in two-player mode**

...AND THE UPPERS

TWO 64 CONSOLES MUST BE WON!
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Complete guides to *Tau Ceti, Wonderboy in Monsterland* and *Die Hard*. Full games: Tau Ceti, Rebel. Demos: *Off-road Racer* and *St. Dragon*

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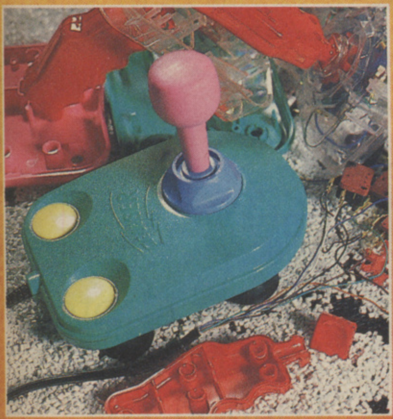

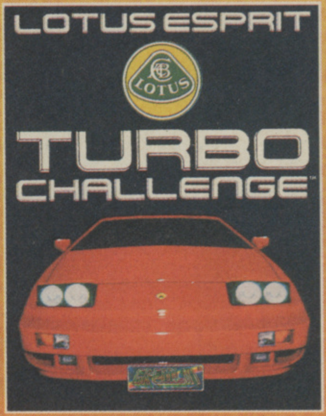

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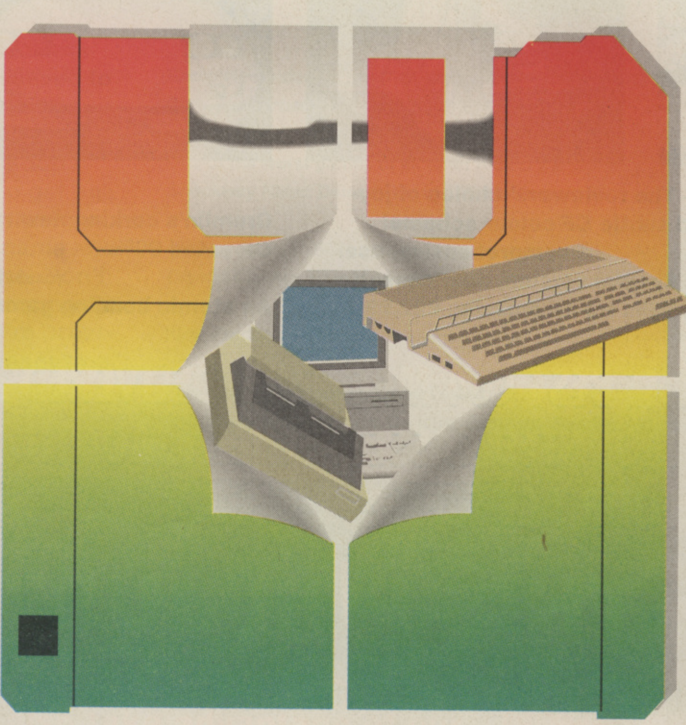

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THE POWER

Not only do the Germans make obscenely delicious cakes and gateaux but they code a pretty mean puzzle game too. Granted, *The Power* has nobbled its style from several other puzzle games (*Puzznic* and *Atomix* to name but two) but it merits at least an equal crack of the whip.

Over a scrolling backdrop pattern sits a framework of blocks. Within this area is a collection of items such as moveable and fixed blocks, hearts, a girly (your beloved) and yourself. The simple aim is to collect all the hearts before meeting up with the girl of your dreams. By manipulating your sceptre of satisfaction (*I think he means joystick – Ed*) you can send your character hurtling in one of four directions. Once set in motion he won't stop until he comes up against an obstacle. Absolutely everything that isn't a heart constitutes an obstacle.

Completing early levels is as easy as counting the hairs on our editor's head but things soon get more than a little confusing. Blocks placed with guile and cunning around the play area make certain hearts appear uncollectable. Often, Minnie, your sweetheart, is in such a position that you can only reach her by manipulating the moveable blocks. Trying to figure out the combination of moves necessary can take time, and with a time limit intent on diminishing fast, that's the one thing you haven't got.

Another minor problemette is the volatile nature of the manoeuvrable blocks. There are three types; red, green and blue. Slide a red block into a green block and it destroys it. Slide a red one into a blue block though and nowt happens. Why? The rules for block explosion go thus: red destroys green, green destroys blue and blue destroys red. Remember this and everything will work out just fine. Well, maybe.

It's a simple affair but the neat way the game's few basic elements have been arranged presents a diabolical challenge. There are 100 levels, each with a password to save you the hassle of playing through it each time you boot up.

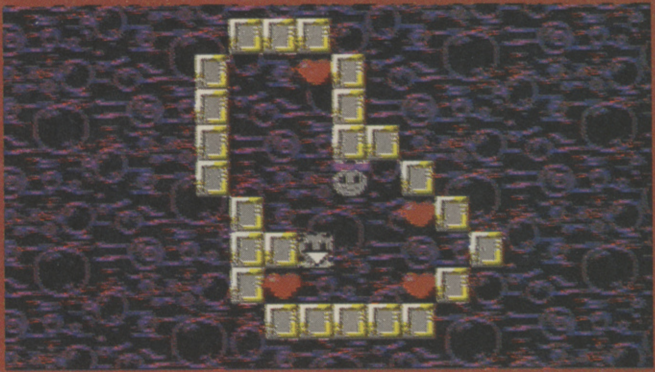
There are two game options worth noting. The first is the game mode option. In arcade mode the play area looms so large you have to scroll the screen to see all of it (but you get the benefit of seeing all the sprite and block detail). In taktik (you what?) mode everything is incredibly small but the whole level sits neatly on one screen. The other option is the built-in screen designer. You can chop and change existing levels or even create brand new ones with it. Not bad, eh?

If your software shelf is already packed with a plethora of puzzle games, the wisdom of buying *The Power* is questionable. But if you missed out on last year's puzzle game glut, this is worth closer inspection.

The simple graphics work well, the sound is great and the playability is absolutely mammoth.

ANDY

Heart to heart – a spacca's guide to level one



1 Move down. Simple isn't it?

2 Move left to collect your first heart

3 Move right. Heart No.2 is in the bag

4 Move up. Three down, one to go

5 Left this time. Getting the hang of it?

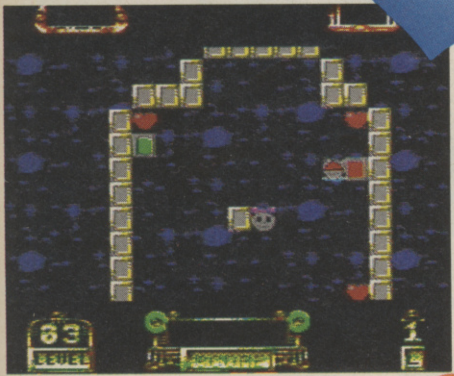
6 Move up to get in line with the last heart, then...

7 ... collect the heart by moving right

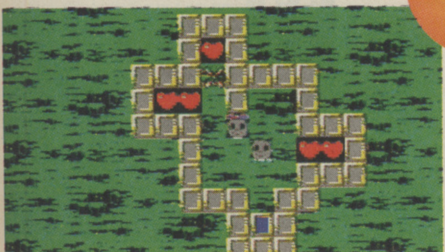
8 Move to the far left

9 Move down in line with Minnie

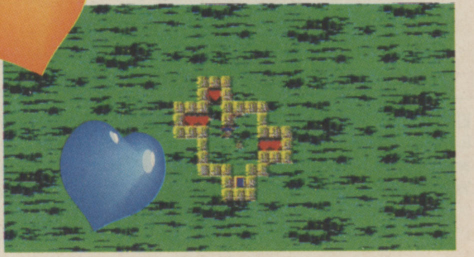
10 Move right and you can, at last, trade tongues with your woman



It looks hard but it ain't. Shift the green block beneath the red one and voila! You are able to reach Minnie in a trice



Arcade mode, in which this level barely fits on the screen. Later levels are so large you need to scroll the screen to see them



In 'taktik' mode though, the play area is itsy–bitsy, teeny weeny. But not, I hasten to add a yellow polka–dot bikini (*Berk – Ed*)

Game	**The Power**
Publisher	**Demonware**
Cassette	**£11.12**
Disk	**£15.28**

POWER RATING

THE DOWNERS...

- Originality is not its middle name
- Limited number of elements makes complex levels repetitive

100

81%

0

- **Stonkworthy soundtrack**
- **It'll keep you going for a century (well, 100 levels that is)**
- **Two playing modes cater for individual tastes**
- **Password system is invaluable**
- **A screen editor awaits your creative talents**
- **Graphics: simple but fun**
- **Weird and wonderful background textures**
- **Difficulty has you gaggin' for another go**
- **Puzzles become fiendishly, er... fiendish**

...AND THE UPPERS

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1

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8

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MIGHTY BOMBJACK

9

Elite
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Description	Price	Order No
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CREATURES **Thalamus**

10

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HEROQUEST Gremlin

5

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DEATH KNIGHTS OF KRYNN US Gold

6

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CHALLENGERS Ubi Soft

7

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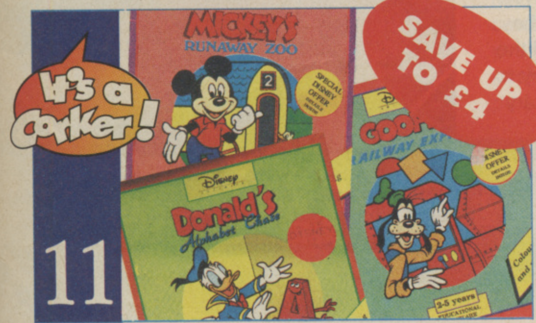

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FUN SCHOOL 3 Database

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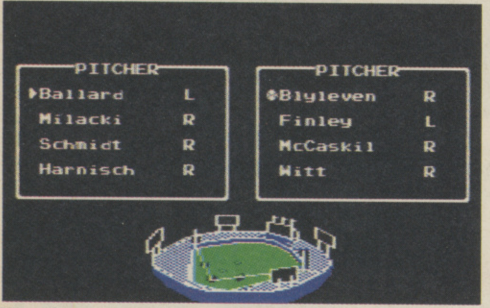
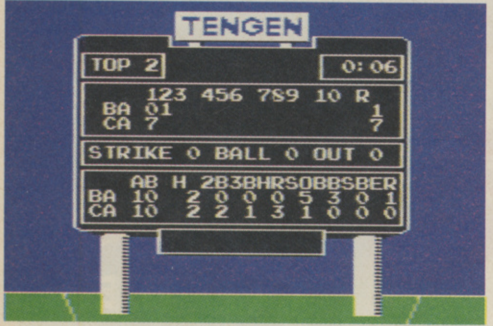
RBI

It's a new fast and furious baseball-a-rama, and the latest diamond in the Domark team's crown. Is it the best thing since the baseball boot, or is it just a big stee-rike out? Join us in the studio as we whack it around the park to see who catches it...



```
PITCHER                     PITCHER
▶Ballard     L             ◆Blyleven     R
 Milacki     R              Finley       L
 Schmidt     R              McCaskil     R
 Harnisch    R              Witt         R
```

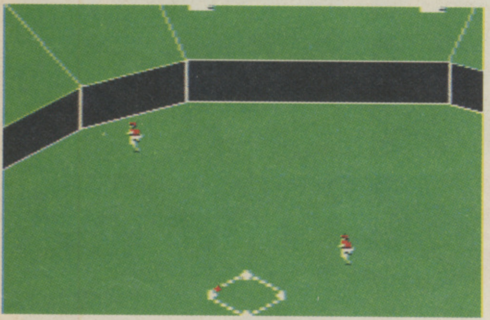
Yes, fans, the players are on the field and before the game can begin they all compete for who has the funniest name



```
TOP 2                  0:06
   123 456 789 10 R
BA 01               1
CA 7                7
STRIKE 0 BALL 0 OUT 0
   AB H 2B3BHRSOBBSBER
BA 10  2 0 0 0 5 3 0 1
CA 10  2 2 1 3 1 0 0 0
```

It's the end of the second innings and Baltimore have scored one run. Or is that two? Er, read the manual before tackling the scoreboard

This is not, as you would expect a flight simulator, but a king baseball game. The game opens with a comprehensive options menu. The first option is the straight forward one player game, obvious choice. This is followed by the two player option, the watch option (a demo mode), the continue option and finally the erm, options option. Continue allows you to enter a code which lets you carry on a previous game. The Options option lets you set the difficulty level of your opponents and toggle the sound effects on and off if they start to annoy you.



Due to a spot of really dire fielding, the opposition has rocketed the ball right to the boundary. A well-timed dive would prevent this

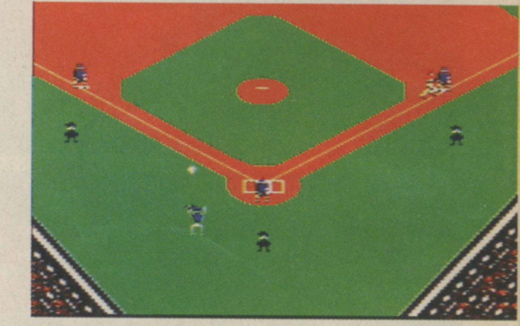
The first task in hand is select your team, your opponent's team and the strengths of players you wish to use, which can have a big effect on whether you win in a blaze of glory, or get booed off the field.

The game is played over two separate screens. The pitching/batting screen shows the view from behind the backstop in a strip up the middle of the screen, while the other two thirds of the screen show the first and third bases. If you're pitching this means you can keep an eye on the runners in case they try to sneak a base before you've pitched the ball. If this occurs you can tap the shift key to throw the ball to your man on the base to try and get the sneaker out.

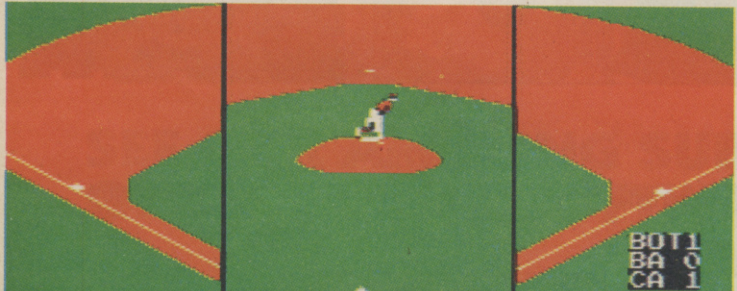
The second screen of play is a scrolling overhead representation of the field which pops up when the ball has been hit.

Unless you can find some way of squeezing a whole load of team mates around your 64, then you're on your own, a one man team. You take the part of pitcher, batter, fielder and base man all rolled into one.

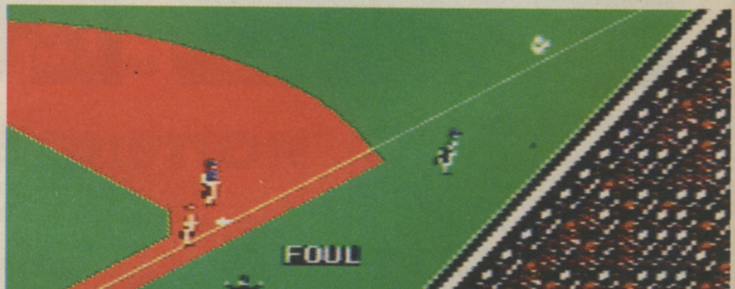
This isn't much of a problem though, as the controls are easy to grasp. So although there is a large range of moves available to you, you can play a much more skillful and tactical game the more you play.



Oh dear! A late swing often leads to a high flying foul ball. This in turn, often leads to you being caught out, as in this shot here

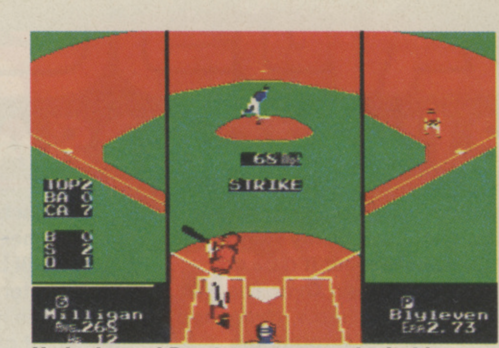


It's a shame the screen grabs can't convey the excellent animation on the pitcher and batter. Still, you'll just have to take our word for it

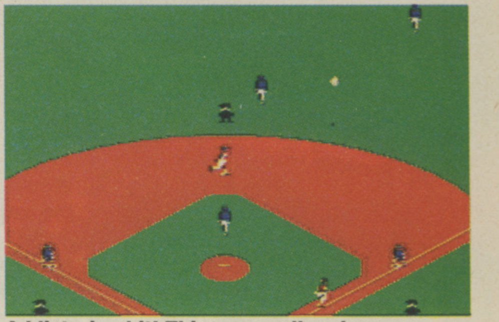


Hit the ball outside the diamond and it's a foul ball. Beware, your first two foul balls count as strikes. You can't strike out on a foul ball though

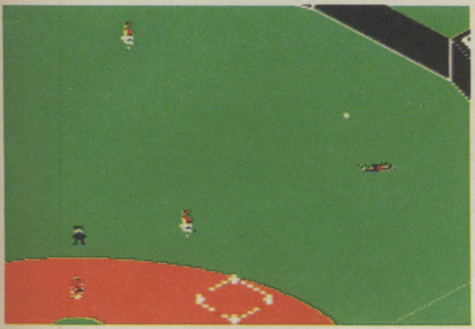
2



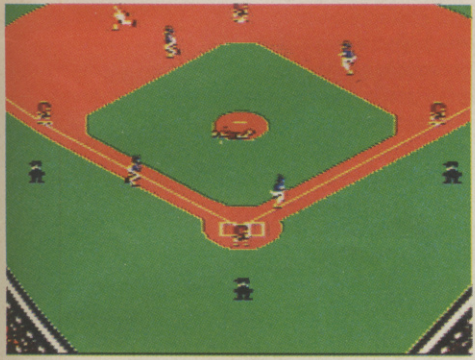
Ha ha haaaa! Due to some superb pitching on the part of our reviewer, the batter has struck out in a big way. Boo him off the pitch



A blistering hit! This may well end up as a home run. If not, the fielders are already well on their way to intercepting it



Another sad bit of fielding. It's a stunning dive by an extremely agile outfielder. It's just a shame he's miles away from the ball



This is an impressive looking catch by the pitcher. In reality it's very easy to pull off, assuming you have a fairly quick eye

Your very first taste of the game is as pitcher. You can, if you want, just hit fire and the pitcher throws the ball any old way. Have a browse through the manual though and you'll discover another nine ways of pitching the ball. By pushing in one of the nine joystick directions immediately after you press fire you can play a slow, normal or fast ball either straight ahead or skewed to the left or right. On top of this you can also curve the ball's flight while it is in mid-pitch.

Batting is a simpler concept to grasp but no easier to master. You position the batter then press fire to swing. The length of time you hold down the button chooses between wacking and 'bunting' the ball. A bunt is a slight tap of the ball which, with luck, should get you safely to the first base, handy if you're on the last strike.

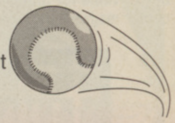
Fielding is a doddle. As soon as the opposing batter has hit the ball you take control of each and every fielder. You don't have to concentrate on all of them though, you merely focus on the one nearest the ball. If you position a fielder correctly he will automatically catch the ball.

If on the other hand your judgement is slightly off (*and let's face it, Andy, yours often is – Ed*), you can redeem yourself by diving left or right, or even jumping into the air to catch the ball. Once it's in your sweaty mitt you can throw the ball to any of the bases by pushing the stick in the right direction and pressing fire.

That's basically it. There are loads more hidden features which only become clear as you get more skillful. This means that the game is great fun right off the bat, but will also keep its grip on you even after several weeks of hard hitting play.

The graphics work well despite being a bit business like. Ordinary colours and bland textual stuff make it a little bit dull to look at. The animation of pitcher and batter are excellent and the rest of the sprites look the part.

But it's in the gameplay stakes that *RBI2* really shines. I've only scratched the surface of the game in this review. Its mound of features can only be appreciated after extended play. It's more of a sports simulation than an arcade style version of baseball. But that doesn't make it boring, far from it. It's great fun right from first pitch to the last drop of humiliating defeat. Flawed it may be but *RBI2* makes a home run!



ANDY

Game	RBI2
Publisher	Domark
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- The graphics are generally business like
- Players 'stats' are a bit cryptic

100

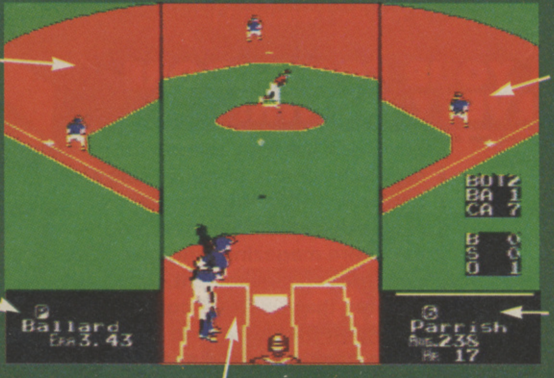
86%

- A wide range of teams to choose from
- Each team member has his own individual stats
- The animation is very good in every respect
- Screen presentation is neat
- All the play options are easily accessed but tricky to perfect
- Masses of subtle features only appreciated after extended play
- Game is structured well to provide fast, uninterrupted play
- A great two-player blast

0

...AND THE UPPERS

Bats R Us



The top part of the left hand panel shows third base. In this example all the bases are loaded (there's a blokey on all of them)

The pitcher's vital stats reside here. That's it

This bit shows much the same as the top left strip only this time it shows the first base and it's er, on the right

The bottom part shows the name of the batter along with how many strikes and balls have been made

The central strip of the screen is where it's at. This is where all of the batting and pitching action takes place. It also shows who's on second base

NEXT MONTH

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Just time to mention ComPlex: professionally printed 50 page C64 fanzine, costs £1 (payable to 'ComPlex') from Tarndale, Dean Street, Galashiels TD1 1LY

COMING SOON
COMMODORE FORMAT 11

Would we leave without giving you just the odd hint about our balmy August issue? Well, we might but it'd be an accident. You can expect *Over The Net*, *Volfied*, *Turbocharge*, *Mercs*, *Hydra* and *Thunderjaws* to be put through the PowerTest by Steve, Andy, Sean, Gordo and Kati, not to mention some other titles which are moving tantilisingly closer to release. On the PowerPack we've got a few surprises in store but we can tell you that in the spirit of summer beach parties we've snaffled a truly fab playable demo of *Over The Net*. Volleyball will never be the same.

In Gamebusters, Andy will be spinning another *Dizzy* yarn and Roger Frames will be doing his bit for both Framebusters and the budget games reviews (he needs to pay his dad back the cost of one Austin Allegro). And we'll be running a special article by game designer and computer musician Martin Walker on advice for budding game authors who want to know how to go about getting their work published. Then there's Inside Info, Back To Basic, Early Warning and another audience with The Mighty Brain. See you then. Take care. Have fun.

PRED HEAD WINNERS

Everybody wants to be the Predator, apparently, as we had a pile of entries which would choke a bison. Or anything that can't digest a sackload of postcards, in fact. Fortunately for you, we can digest, or at least read, all the entries, and having chewed them down to the last drop, we've managed to come up with this result.

What we did was we asked you three simple questions:
1. What has dreadlocks, white teeth, attitude and isn't called Bob? (Tricky, was that one.)
2. What is the name of the main character in the film Predator 2? (Toughie.)
3. What is the name of the actor who played the Predator in both films? (That one was easy.)

The answers were The Predator, Mike Harrigan and Kevin Peter Hall, in that order. Da, da!

(Trivia point: did you know that Kevin Peter Hall normally specialises in playing the part of monkeys in movies such as Hugh Hudon's 'Greystoke'.)

And the lucky winner is (little drum roll) Neil Lewis of Finchfield, Wolverhampton. Give him a big hand... All is not lost for the rest of you as 10 of you are about to get a runners up prize of a brand spanking new copy of the game. Who are the folks who can expect a little packet of fun? Well, they are (in no particular order) John Kelly of London, Richard Marr of Northumberland, Jason Yourell of Dublin, Debbie Bell of Leeds, Anthony Mence of Worcester, Alan Johnson of Cheshire, C Fisher of Suffolk, Chris Taylor of Cheshire, Kane Drewe of Kent, and EM Wainwright of Worcester. There you have it. If you are one of the lucky winners then congrats to you, and bad luck old bean if you didn't even show up.

(One character gave all the right answers but forgot to add one important thing which might have secured him the prize... his name and address!

Another wag spoiled his entry by telling us that the evil manhunting killer The Predator was played in both films by Maggie Philbin. Hmm. I'd take that one up with Keith Chegwin if I were you. Or then again, maybe I wouldn't.)

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